

CHAPTER 5

SECURITY OPERATIONS

In security operations, security forces protect the main body from enemy observation and surprise attack. They provide the main body commander with early warning, allowing him to concentrate his combat power at the right place and time to defeat the enemy. There are four types of security missions: screen, guard, cover, and area security. Scout platoons can conduct screening missions independently or as part of a larger force.

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Section 1. PURPOSE AND FUNDAMENTALS

PURPOSE

All security missions serve the same general purpose: they prevent the main body from being observed or attacked unexpectedly by the enemy. These operations are conducted forward, to the flanks, or to the rear of the main body. The platoon may operate at considerable distances from the main body it is screening (limited only by the range of indirect fire support). This provides the main body with time and space to react and to position forces to fight the enemy.

A scout platoon can conduct screening operations independently or as part of a larger force such as a cavalry troop or a company team. In guard and cover missions, a scout platoon works as part of a larger unit such as a battalion or

squadron; the platoon conducts screening or reconnaissance missions in support of the larger unit's guard or cover mission.

Screen

A screening force maintains surveillance, provides early warning to the main body, and impedes and harasses the enemy with artillery fires. Within its capabilities and based on the commander's guidance, it destroys enemy reconnaissance units in coordination with other combat elements.

Screening operations are defensive in nature and focus on the enemy. They are conducted to the front, flanks, and rear of a stationary force and to the flanks and rear of a moving force. A screening force normally operates within the range of the supporting artillery.

Guard

A guard force accomplishes all the tasks of a screening force. Additionally, it prevents enemy ground observation of and direct fire against the main body. A guard force reconnoiters, attacks, defends, and delays as necessary to accomplish its mission. It normally operates within the range of the supporting artillery. Guard operations are not conducted below task force or squadron level.

Cover

A covering force accomplishes all the tasks of screening and guard forces. Additionally, it operates apart from the main body to develop the situation early. It deceives, disorganizes, and destroys enemy forces. Unlike screening or guard forces, a covering force is tactically self-contained. It is organized with sufficient CS and CSS forces to operate independent of the main body. A covering force is normally a reinforced separate brigade or cavalry regiment.

Area Security

When conducting area security, a unit is responsible for preventing the enemy from observing and placing direct and indirect fire on a specific geographic area, point, or activity. Units conducting area security operations do so within friendly indirect fire range.

FUNDAMENTALS

Five fundamentals are common to all security missions. Scouts must keep these fundamentals in mind as they plan and execute their mission.

- **Orient on the main body.** If the main body moves, the scouts must be aware of its move and must reposition their forces. Scouts must understand the main body commander's scheme of maneuver and where he wants his screening force in relation to his movement. The screen must be positioned where it can provide the needed security.
- **Perform continuous reconnaissance.** The scout platoon conducts continuous reconnaissance during security operations to gain as much information as possible about the area of operations and the enemy.
- **Provide early and accurate warnings.** Early and accurate warning of enemy approach is essential to successful operations. The main body commander needs this information to shift and concentrate his forces to meet and defeat the enemy. Scouts occupy OPs and conduct patrols to provide long-range observation, to observe enemy movement, and to report the enemy's size, location, and activity to the main body commander.
- **Provide reaction time and maneuver space.** The scout platoon works at sufficient distance from the main body to identify and report on the enemy so the main body commander has time to react accordingly. The platoon provides additional reaction time by employing indirect fires to slow the enemy's rate of advance.
- **Maintain enemy contact.** Scouts gain and maintain contact with the enemy to provide the commander with continuous information. If they lose contact, they take steps to regain it. They then maintain contact until ordered to do otherwise.

Section II. SCREENING MISSIONS

Scouts conduct screen missions for their parent unit or other combined arms forces to provide early warning of enemy approach and to provide real-time information, reaction time, and maneuver space for the main body.

A commander calls on scouts to screen for him when he needs advance warning of when and where the enemy is attacking. Operating over an extended area the platoon fights only for self-protection and remains within its capabilities. It denies enemy reconnaissance units close-in observation of the main body.

CRITICAL TASKS

During a screen mission, the scout platoon must accomplish the following critical tasks:

- Maintain continuous surveillance of all assigned NAIs or high-speed avenues of approach into the sector.
- Provide early warning of enemy approach.
- Within its capabilities and based on the commander's guidance, identify enemy reconnaissance units and, in coordination with other combat elements, destroy them.
- Gain and maintain contact with the enemy main body and report its activity.
- Impede and harass the enemy main body by controlled use of indirect fires.

Scouts maintain surveillance from a series of OPs along a screen line or in depth. The screen line, normally a phase line on a map, designates the most forward location of the OPs. Commanders must carefully weigh time and distance factors when choosing where to place this line. If a scout does not receive a screen line location from his commander, he should ask for it. The scouts should never accept vague "lightning bolt" locations (see [Figure 5-1](#)). They conduct active patrolling to extend their observation range or to cover dead spaces and the area between OPs. Unless they have to, scouts do not fight with their direct-fire weapons when executing a screen mission. Indirect fire is their primary means of engaging the enemy. They use their direct-fire weapons primarily for self-defense.

PLANNING CONSIDERATIONS

When planning a screen mission, the scout platoon leader uses the following critical task requirements as a guide to prioritizing and sequencing the mission. He must address each of the requirements.

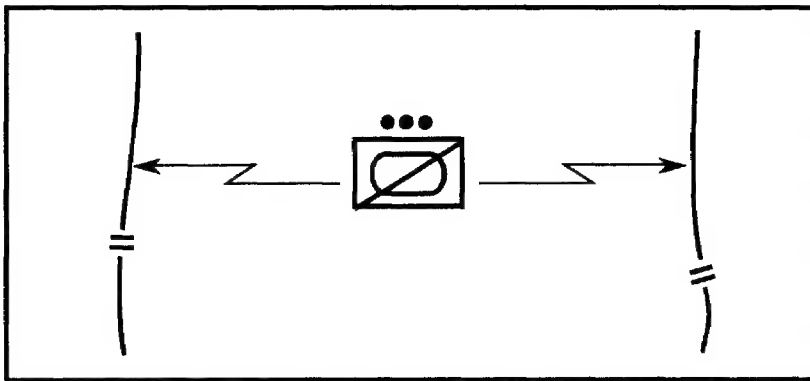


Figure 5-1. Unacceptable screen line location.

Conduct Surveillance of Assigned Area

The first task that must be accomplished is to provide surveillance of the assigned area of operations. Generally, the scout is assigned to screen along a lateral line (the screen line). This, however, can be misleading. The scout screen is actually set to observe specific avenues of approach or, more specifically, NAIs. The screen line merely indicates the limit of the forward positioning of the scouts. Along with the screen line graphic, the scout platoon leader must have a decision support overlay indicating the areas he must observe. These areas should be identified in either the reconnaissance and security plan he receives or his higher headquarters' OPORD. If the scout does not receive an IPB product, the higher OPORD must specifically state where the scout platoon must focus on the screen. If he is assigned multiple requirements, his higher headquarters must prioritize them.

In a task force, the scout's understanding of his commander's intent is the most important aspect of planning the screen mission. More important than the specifics of where to orient is the focus on what to look for. There are three choices for the scout's focus: the enemy main body, the enemy reconnaissance effort, or both. The commander's intent should specify which one the scout will focus on or, if he requires both (as is often the case), which has priority. This guidance will then determine where the platoon will orient and how it will allocate resources. If the commander's priority is locating the main body, the scout will focus most of his assets on the main avenues of approach and accept risk on the reconnaissance avenues of approach (RAA). If the commander's priority is on counter-reconnaissance, the scout will put priority on the RAA and

accept some risk on the main avenue. If the commander wants both, with equal priority, the scout must plan to transition from the RAA to the main avenue at a designated point in the battle. This transition will usually be ordered by the commander based on the enemy situation.

Once the scout platoon leader has a thorough understanding of what his surveillance requirements are, he must next determine what assets he has available to execute these requirements. Assets such as GSR, infantry squads, engineer squads, and artillery forward observers increase the platoon's surveillance capability. What assets are available is dependent on how long the screen must remain in place and how the platoon is task organized. If the screen will be of short duration (less than 12 hours), individual scout squads can emplace and man separate OPs. This permits up to eight OPs per HMMWV scout platoon and up to six per CFV scout platoon. If the duration of the screen is unknown or longer than 12 hours, the platoon leader must consider assigning a two-vehicle team (CFV scout platoon) or three-vehicle team (HMMWV scout platoon) for each OP. This allows continuous operation of the OPs.

To ensure that the critical task of surveillance of assigned targets is accomplished, the platoon leader and his higher headquarters apply a combination of techniques to make the most efficient use of their assets.

Task organization. The platoon leader will task organize the platoon and any other assigned assets to achieve the most effective surveillance of an NAI or avenue. This may include adjusting the number of scout squads in a particular team; mixing scouts and other assets such as engineers, artillery, GSR, or infantry into the same team; or maintaining elements in pure teams under the platoon leader's control. The platoon leader must consider the characteristics of the target when task organizing for surveillance. These considerations include the likelihood of needing to call for fire, the need to conduct dismounted patrols, and the field of view and applicability of GSR. See [Figure 5-2](#)

Augmentation. The screen may be augmented with assets not under the platoon leader's control, but rather under the command of the troop or battalion. These assets could be tank platoons or companies, GSR, artillery observers, or infantry. Although the platoon leader does not control them, he must ensure that his dispositions complement those of the other forces in the screen and do not duplicate them unnecessarily. In addition, he must ensure [all scouts](#) understand where these forces are and what role they are playing. See [Figure 5-3](#)

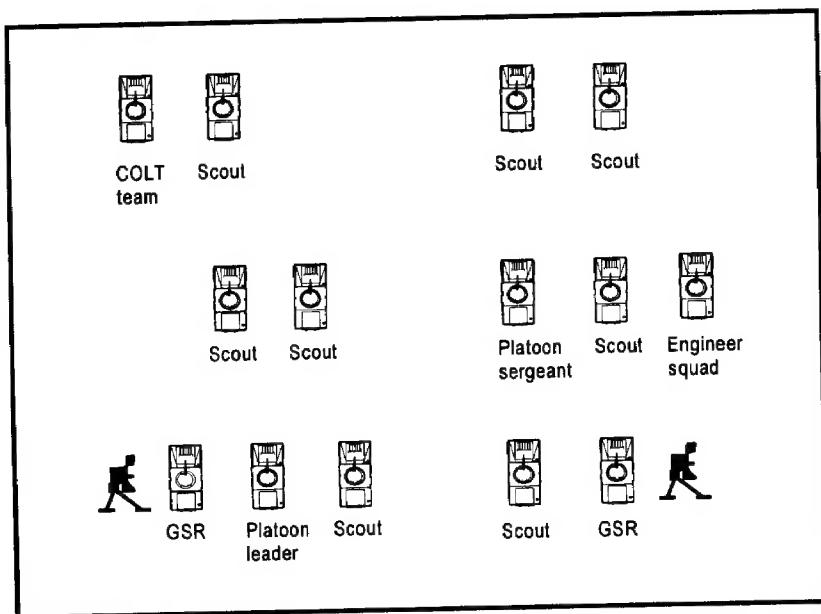


Figure 5-2. Sample scout platoon task organization.

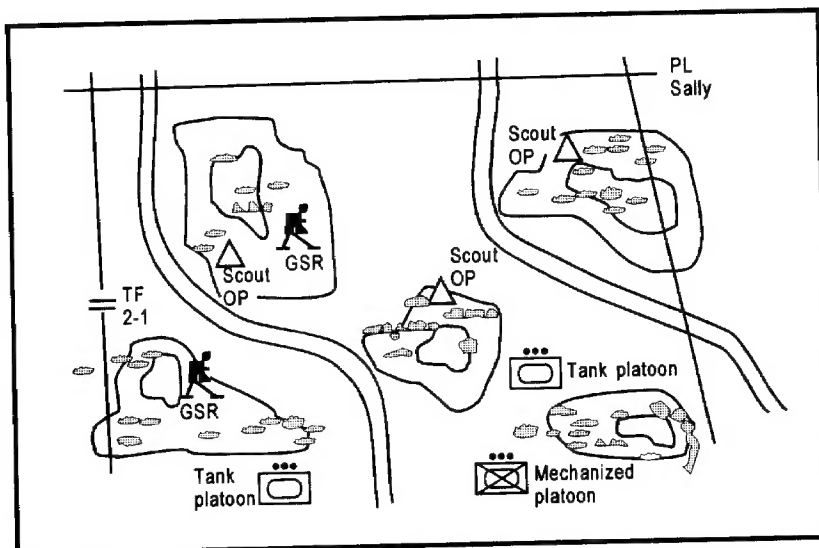


Figure 5-3. Scout screen augmented with a tank company team.

Redundancy. The platoon leader may task more than one element to observe a particular assigned avenue or NAI. Assigning more than one element to a target is based on the nature of the target in terms of size, terrain, or importance. A very large avenue may require multiple teams to ensure all aspects of the avenue are covered. Terrain that is very broken or mixed with areas of thick vegetation may require more than one team to ensure that adequate continuous coverage is achieved. Finally, if a particular target is assigned significant priority by the commander, the scout platoon leader may assign multiple teams to cover it. Redundancy not only ensures that a target is adequately observed, but also allows the mission to be accomplished despite compromise of some teams by enemy forces. See [Figure 5-4](#).

Cueing. Cueing is a technique the scout platoon leader can use to cover a target when assets are limited and he lacks the capability for redundancy. He plans contingency tasks that will increase surveillance on a particular target; his teams execute the tasks when “cued” by activity at that target. The target is covered initially either by a single team or by a remote or electronic signaling device such as a trip flare or the platoon early warning system (PEWS). When activity is detected, other teams move into preselected positions to add their capabilities to the surveillance of the target. See [Figure 5-5](#).

Provide Early Warning

The scout platoon’s second critical task is to provide early warning of the approach of the enemy. Effective early warning requires planning for communications in detail. The platoon leader looks at communications distances and significant terrain features to determine the likelihood of FM communications problems. If he anticipates problems, he can address them by requesting support from higher (in the form of [battalion retrans](#)) or by planning for radio relays and directional antennas. See [Figure 5-6](#), page 5-10.

Perform Counterreconnaissance

Once the platoon leader has planned surveillance of assigned targets and has ensured he can provide early warning, he must next consider enemy reconnaissance and his assigned role in the conduct of counterreconnaissance operations. Counterreconnaissance operations consist of two elements: acquiring and killing. The most appropriate role for the scout platoon in counterreconnaissance is acquiring enemy reconnaissance assets rather than killing them, although it does have limited killing capability.

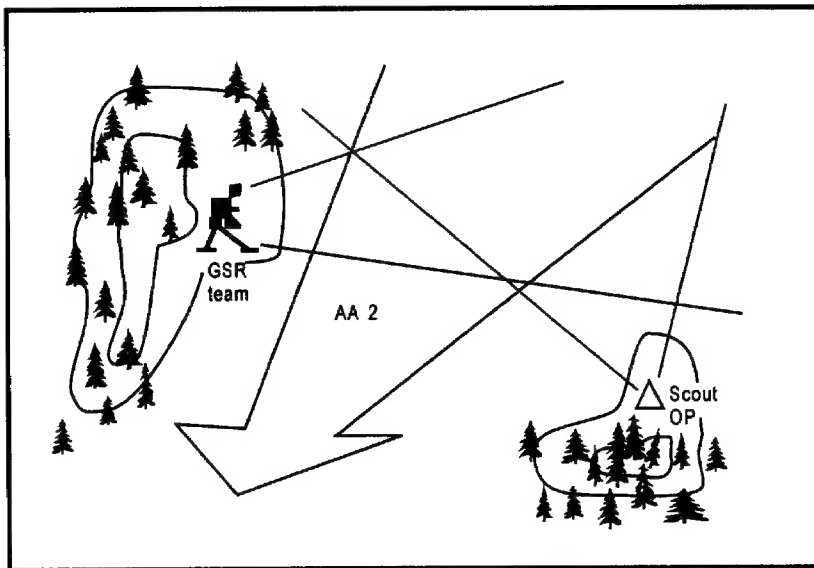


Figure 5-4. Redundant target coverage.

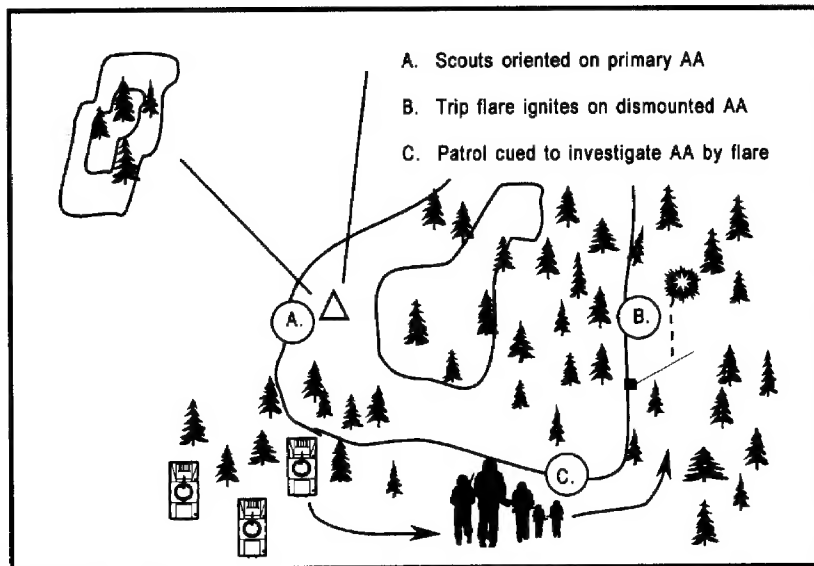


Figure 5-5. Trip flare cues a patrol.

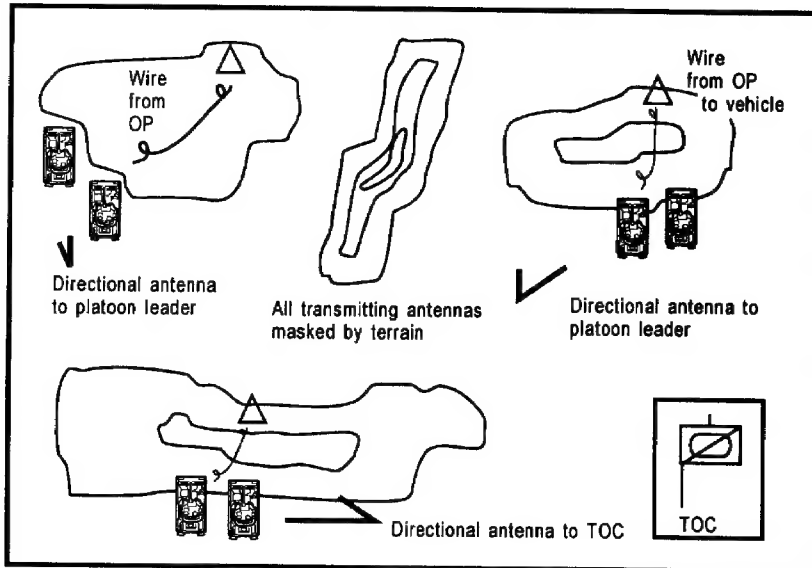


Figure 5-6. Platoon communications setup.

The commander's guidance must specifically define the role of the scout in counterreconnaissance operations. Once he has a thorough understanding of his commander's intent, the scout platoon leader must consider four factors when planning to acquire enemy reconnaissance elements: enemy RAAs; when and under what conditions enemy reconnaissance is likely to be encountered; the likely composition of the enemy reconnaissance in terms of size, organization, and equipment; and the identity and location of friendly reconnaissance-killing forces.

Enemy reconnaissance forces are not likely to use primary avenues of approach to execute their mission. To acquire reconnaissance targets, the scouts must be oriented on trails, rough terrain, and dead space that allow mounted movement, but only for small teams of vehicles. They must also realize that enemy reconnaissance is most likely to move during darkness and periods of limited visibility. A thorough understanding of the composition of enemy reconnaissance elements will allow the scout to more accurately determine what their likely RAAs are and how best to acquire them. Other assets in the troop or battalion will be given the specific mission of killing enemy reconnaissance behind the screen line where initial acquisition occurs. Once the scouts locate the enemy reconnaissance, they must use their thorough knowledge of the terrain and of the location and capabilities of the friendly killing force to coordinate battle handover of the enemy forces.

The counterreconnaissance task is very resource-intensive. It is generally most effective when conducted by an element larger than a single scout platoon. Most often, the scout platoon by itself does not have sufficient assets to both acquire and kill the enemy. In addition, it may not be able to cover all the reconnaissance avenues and still maintain surveillance on the main avenues of approach. The commander's intent is critical to resolving this dilemma.

When the scout platoon must acquire both enemy reconnaissance elements and the main body, the priority in the early stages of the mission will be to acquire reconnaissance, focusing on the RAAs. The platoon will then track the echeloned arrival of enemy elements on the battlefield and shift priority to the main avenues of approach at the appropriate time. This technique permits the platoon to time-phase its priorities based on battlefield conditions. The platoon leader, however, must recognize when to change priority to the main avenue and then execute the change successfully. See [Figures 5-7A](#) and [5-7B](#), page 5-12.

Maintain Contact

After locating the main body of the enemy, the scout platoon must maintain contact with it until authorized to hand over contact to another friendly element. This is one of the most difficult tasks for the individual scout team to accomplish and therefore is best accomplished through a platoon effort. The preferred method of maintaining contact with a moving enemy main body is to position echeloned OPs in depth along the avenue of approach. This allows contact to be handed off from one OP to another without the requirement for the OPs to physically displace. This technique requires that the scout platoon have enough assets to pre-position the OPs in depth. See [Figure 5-8](#), page 5-13.

Another technique used to maintain contact is to displace in front of a moving enemy. This technique is very difficult because the scouts must move to the rear faster than the enemy is moving forward. This often exposes the scouts to enemy fire. Additionally, if they attempt to use covered and concealed routes only, they risk moving too slowly, being overrun or outrun by the enemy, and losing contact. See [Figure 5-9](#), page 5-14.

A third technique, which is a combination of the two already discussed, is to maintain contact by moving teams to positions in depth after initial contact is made. This technique allows contact to be maintained without displacing the scouts in contact. The risk of this technique is the difficulty of quickly repositioning the teams not in contact along the appropriate avenue of approach. See [Figure 5-10A](#) and [5-10B](#), page 5-15.

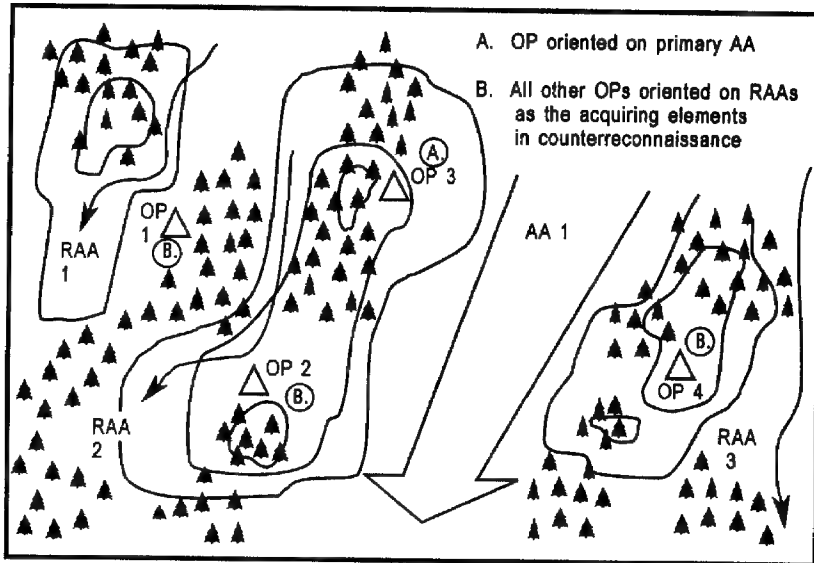


Figure 5-7A. Changing the screen priority (priority to counterreconnaissance).

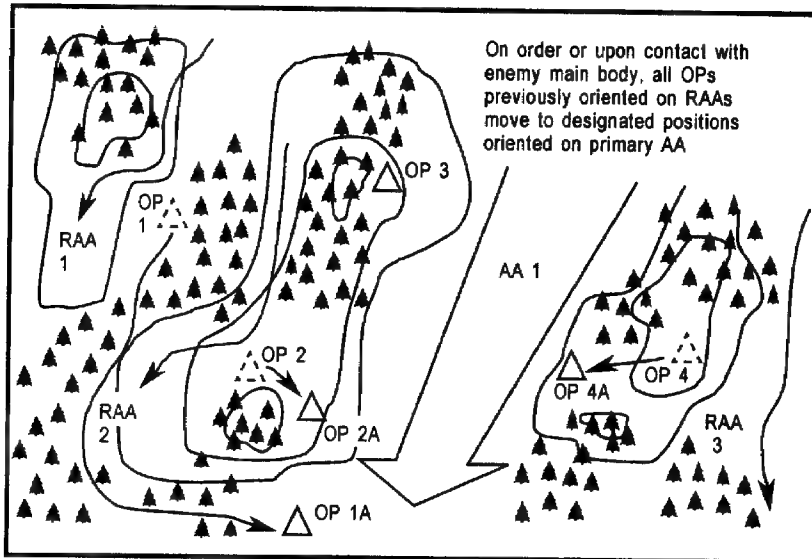


Figure 5-7B. Changing the screen priority (priority to primary avenue of approach) (continued).

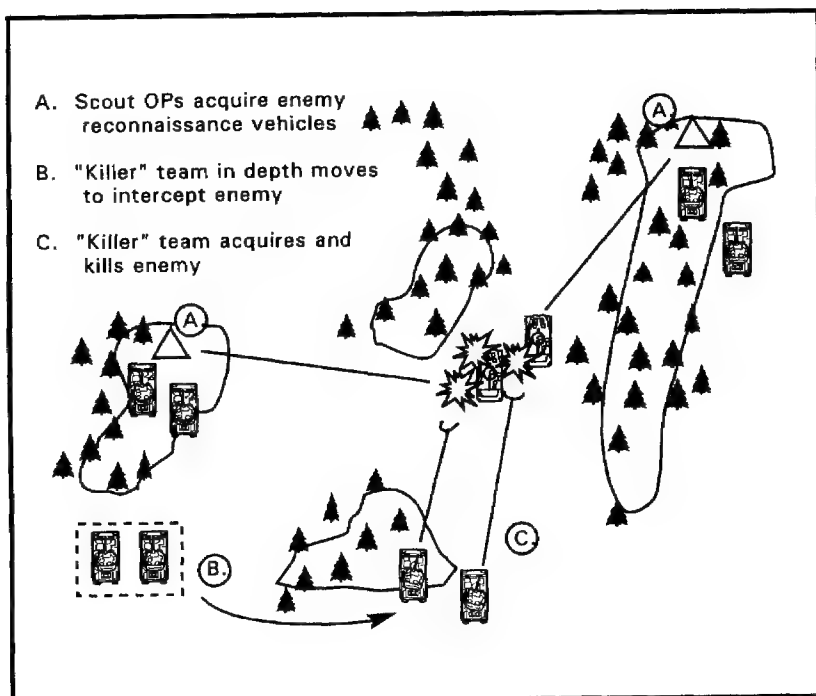


Figure 5-8. Positioning the OPs in depth.

Harass and impede

Scouts should attempt to harass and impede the enemy using indirect fire. It is difficult, however, to effectively engage a moving armored element with indirect fire. Through careful planning that focuses on expected avenues of approach, chokepoints, the enemy rate of march, and artillery time of flight, the platoon leader can determine trigger lines (or points) that allow the enemy to be accurately engaged.

Accurate artillery fire will have an immediate effect on the enemy main body. Formations will be disrupted as individual vehicles change speed and button up. Command and control will be hindered as vision is restricted and antennas are lost; the ability to spot displacing friendly forces will be restricted by this loss of vision and command and control. The enemy may also compromise his momentum and combat power if he attempts to locate the element directing the fire. See [Figure 5-11](#) page 5-16.

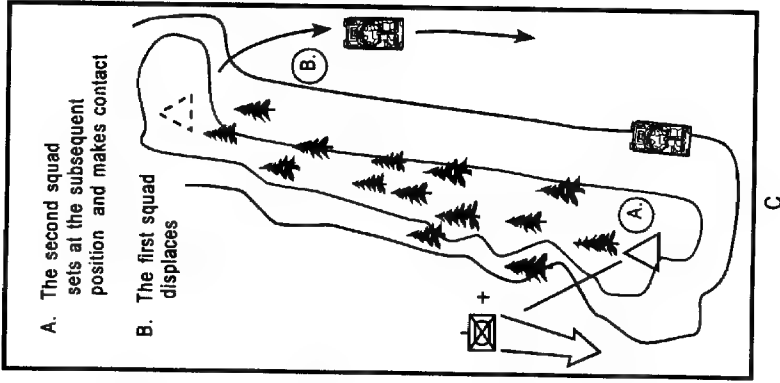
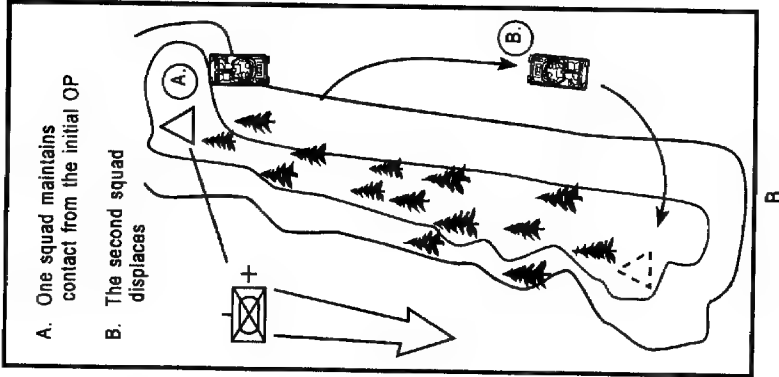
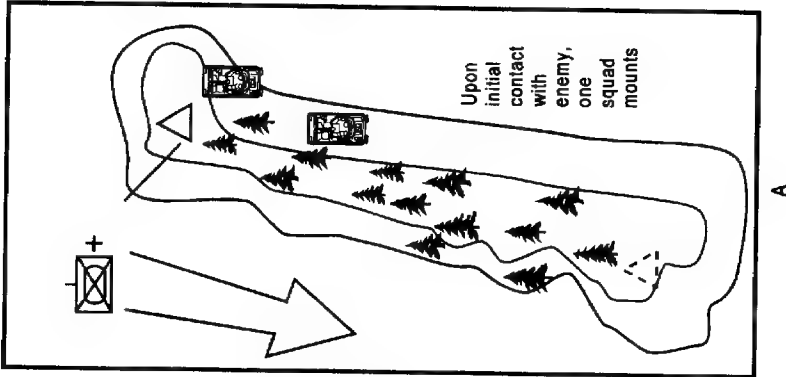


Figure 5-9. Displacing while in contact.

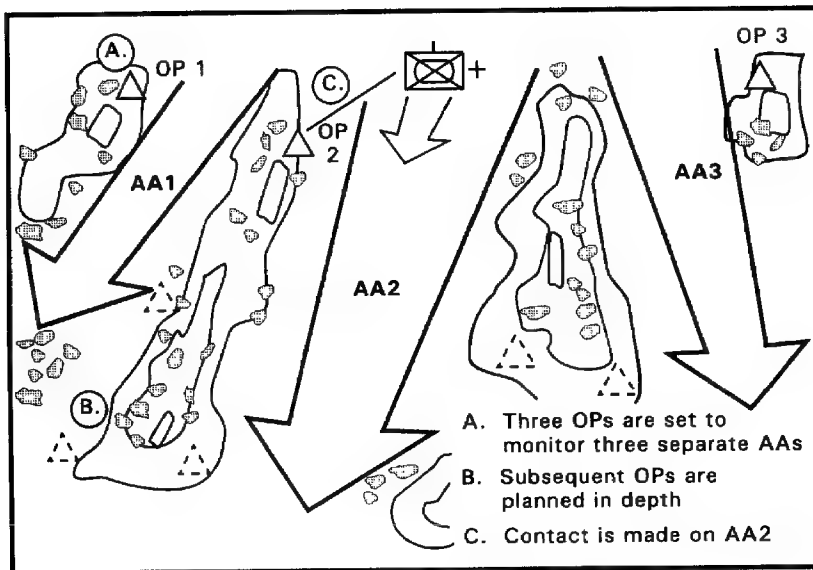


Figure 5-10A. Repositioning OPs in depth.

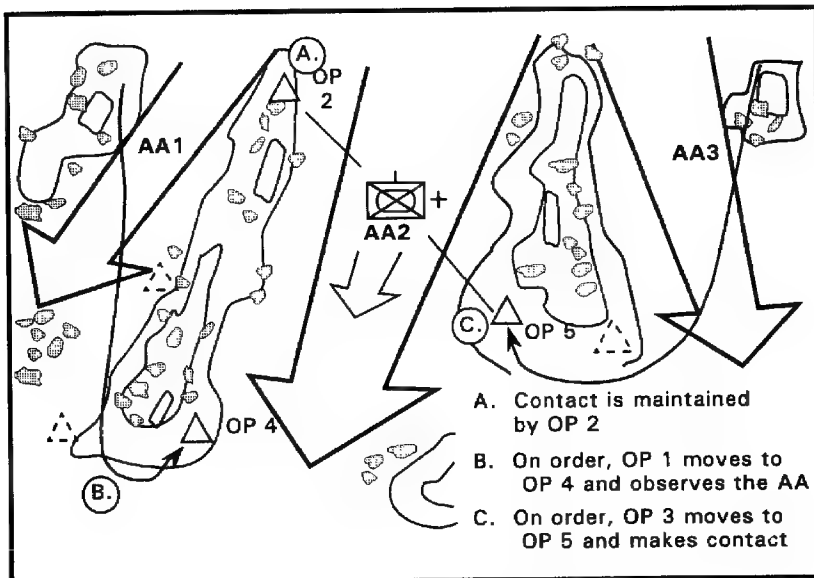


Figure 5-10B. Repositioning OPs in depth (continued).

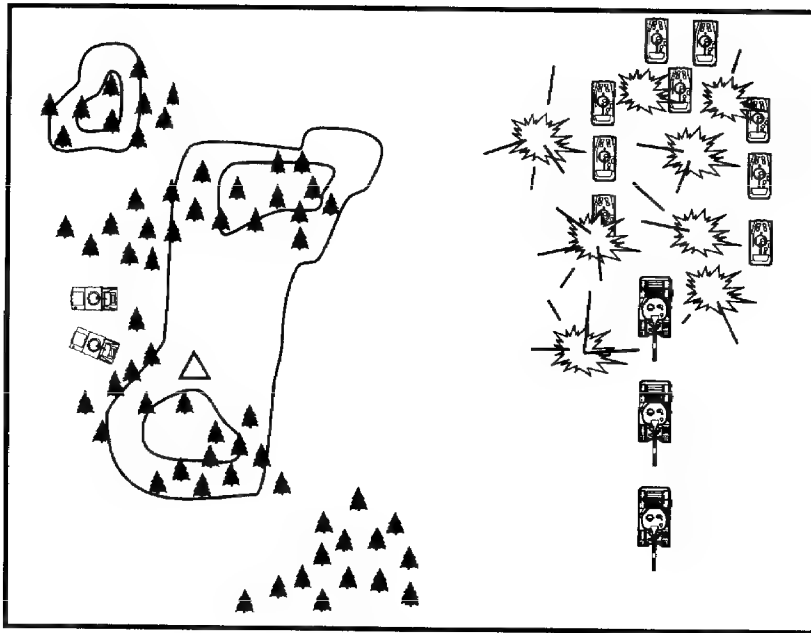


Figure 5-11. Artillery harassing an enemy main body.

SURVEILLANCE METHODS

Surveillance is the systematic observation of a specific area. Scouts watch, listen, and employ electronic devices to observe their area of responsibility. The scout platoon can employ three techniques to conduct surveillance of an assigned area.

Observation Posts

The OP is the most common method used to maintain surveillance of an assigned avenue or NAI. It can be executed either mounted or dismounted. The dismounted OP provides maximum stealth and thus has the greatest likelihood of remaining undetected by the enemy. The disadvantages of the dismounted OP are the time it takes to mount and move if necessary and, if a ground-mounted thermal device is not available, the lack of optics capability. If rapid movement or displacement is anticipated, the OP should mount or remain mounted. Mounted OPs offer the advantages of rapid movement and vehicle optics, but they can be detected more easily by enemy elements and thus are much less

effective than dismounted OPs. The platoon can array OPs either in linear positions or in depth. Depth is the preferred method when attempting to maintain contact with a moving enemy. Linear placement is effective when the enemy is not moving; it provides maximum eyes on the enemy. See Appendix B for a detailed discussion of OP techniques.

Patrols

Patrols are used during security operations to perform three functions: reconnaissance (observation) patrols of specific targets as part of the platoon's surveillance requirements; reconnaissance patrols designed by the platoon to ensure local security and integrity of the platoon's positions; and combat patrols as part of the counterreconnaissance effort.

Reconnaissance patrols are normally tasked at platoon level or higher to gather detailed information on specific NAIs or avenues of approach. A reconnaissance patrol objective might be a small mounted avenue of approach that the platoon does not have assets to cover continuously. Reconnaissance patrols can also ensure the security of OPs and the integrity of the platoon's area of operations. A team can send out a reconnaissance patrol after establishing an OP to check all locations from which the enemy can observe the OP; this will ensure the OP position was not detected as it was occupied. A combat patrol may be conducted by the platoon as part of the counterreconnaissance effort, though this type of patrol is not common because of the personnel and resources required. As an example, the platoon might use a combat patrol to establish an ambush on a dismounted enemy avenue of approach and prevent dismounted infiltration of the screen line. If combat patrols are routinely required, however, infantry elements should be tasked to conduct them.

Extensive patrolling is possible only if the scout teams are organized with sufficient personnel to execute it. To both man an OP and execute a patrol, a team requires at least two CFV-equipped squads or three HMMWV-equipped squads. See Figure 5-12, page 5-18. Appendix B contains a detailed discussion of the organization and execution of patrols.

Remote Electronic/Mechanical Surveillance

In some cases, the scout platoon will not have the resources to observe a particular area that is either tasked to the platoon or important to its internal security. Other times, the terrain will not permit such observation. In these

situations, the platoon can use mechanical warning devices such as trip flares or electronic devices such as PEWS to monitor the area. As a general consideration, remote surveillance devices allow the platoon to put maximum effort in the commander's or scout's primary area of concern while still maintaining surveillance on secondary targets. The platoon will backup these devices with patrols to investigate any alarms. An example of the use of mechanical devices is an OP that uses trip flares in dead space along the avenue of approach it is monitoring. When activated, the trip flare gives early warning of enemy infiltration. A patrol will then be dispatched to verify the warning. See [Figure 5-13](#)

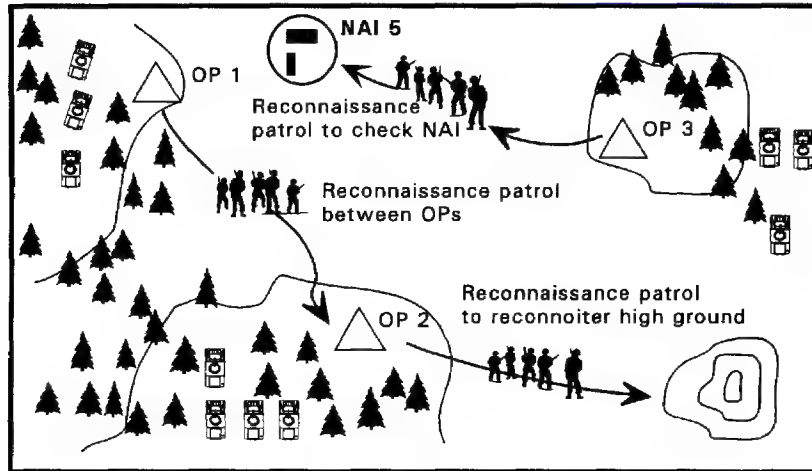


Figure 5-12. Integration of patrols into the screen.

COUNTERRECONNAISSANCE TECHNIQUES

Counterreconnaissance is a directed effort to prevent visual observation or infiltration of friendly forces by enemy reconnaissance elements. It is a critical task of all cavalry or battalion scout platoon security missions. Countering the enemy's mounted reconnaissance is the first and possibly most important step in ensuring the main body can successfully execute its mission. This task is most successfully executed when it is approached as a combined arms effort at troop and battalion level. The scout platoon plays a vital role in the battalion task force and cavalry troop counterreconnaissance fight. Although counterreconnaissance is mostly discussed in terms of battalion operations, it is equally applicable to the cavalry troop and squadron.

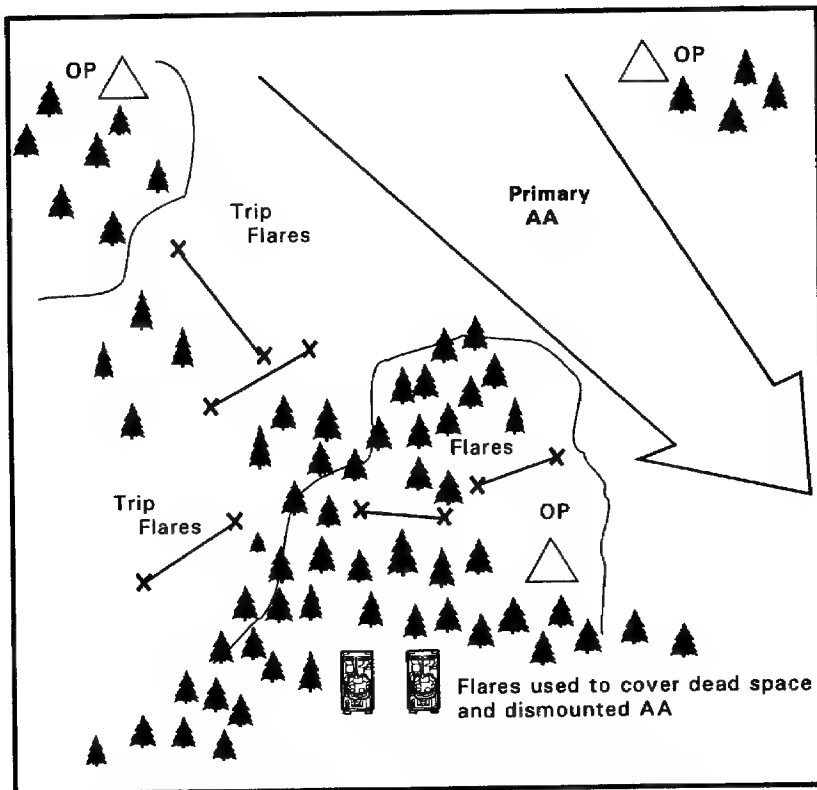


Figure 5-13. Integration of remote devices into the screen.

Planning Considerations

The task force or troop concept of executing counterreconnaissance must address how the unit will accomplish the two elements of counterreconnaissance: acquiring the enemy and then killing him. At squadron and battalion level, the S2 provides key input in this determination. He identifies where RAAs into the unit sector are located, what type of enemy reconnaissance elements might be used in the sector, and when they are most likely to move into the sector. This information is integrated into the R&S plan and is part of the unit's IPB. The R&S plan is not normally sufficient to provide detailed guidance for the conduct of counterreconnaissance; the commander or S3 should supplement it with a FRAGO indicating in tactical terms how elements will organize and conduct counterreconnaissance operations throughout the depth of the task force area of operations.

In all counterreconnaissance operations, the goal is to kill the enemy reconnaissance forces after they have penetrated the initial screen line. The scout platoon's role in these operations will usually be to conduct a screen mission to acquire and identify enemy reconnaissance forces. This requires that the acquiring teams of the platoon be well hidden to prevent enemy templating of the screen line. The S3 may also task maneuver units to conduct patrols to find the enemy. In most cases, the scout platoon cannot be expected to have the capability to acquire, identify, and defeat the enemy reconnaissance by itself. Other combat elements will be tasked to fight and kill the enemy reconnaissance.

Several organizational options are available to the commander or S3 to counter the enemy reconnaissance effort:

Scout platoon. This technique puts the entire burden for counterreconnaissance on the scout platoon and attached CS assets. It requires maximum use of the CS assets to acquire the enemy, freeing the scouts to perform the killing function of counterreconnaissance. The scout platoon leader places acquiring assets along the screen line and positions his designated killing teams in depth. The killing assets of the platoon occupy positions on likely enemy reconnaissance routes; however, they must be flexible to respond to reconnaissance elements moving on other routes. This technique requires that the teams reconnoiter alternate positions and routes that permit quick repositioning once contact is made by the acquiring elements. When it is used, counterreconnaissance tasks must be prioritized in the early stages of the screen mission. CFV scout platoons using this technique have an effective combat system; however, they will have difficulty successfully executing all requirements due to the small size of the platoon. The HMMWV scout platoon's larger size will enable it to allocate more resources to the killing and acquiring tasks, but the HMMWV's relatively weak firepower and protection make it a poor direct-fire weapon system. Because of these problems, this is the least preferable counterreconnaissance technique regardless of the type of scout platoon. See [Figure 5-14](#).

Scout and tank team. The team technique requires the close integration of a scout platoon and a tank platoon to execute counterreconnaissance tasks. The scout platoon is the acquiring element, and the tank platoon is the killing element. The scout platoon leader, as the element that makes first contact, commands the counterreconnaissance effort; the tank platoon is under his operational control (OPCON). In the cavalry troop, the troop commander may control and coordinate the effort. The scouts acquire the enemy through the use

of surveillance techniques. The tanks occupy a BP along likely reconnaissance avenues, but they are prepared to move to prereconnoitered alternate positions based on reports coming from the scout platoon. This technique is very well suited to cavalry troop and squadron counterreconnaissance operations because it mirrors the regimental cavalry troop organization. It is also easily executed by a battalion scout platoon and a designated tank platoon. In a battalion, the tank platoon should be predesignated, with a habitual relationship established between the two platoons. See [Figure 5-15](#), page 5-22.

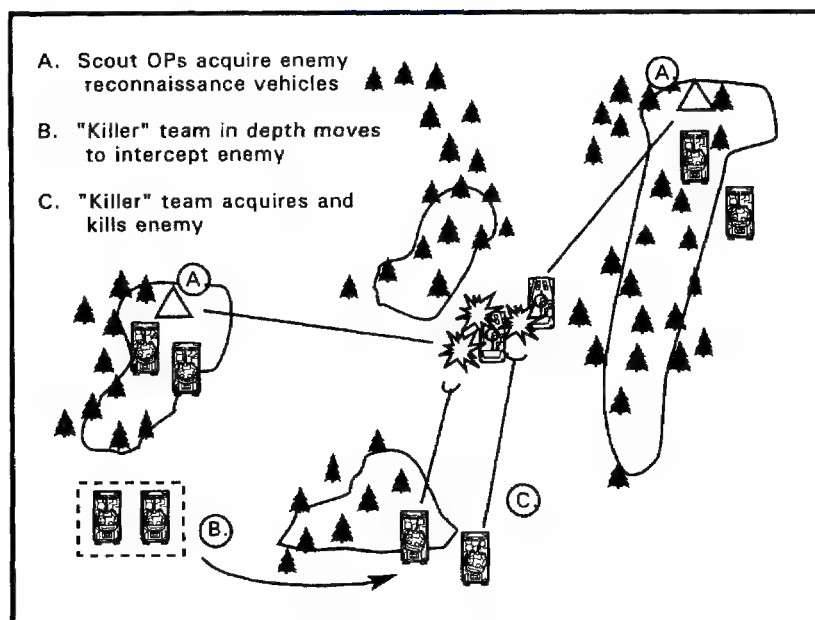


Figure 5-14. Scout platoon counterreconnaissance.

Scout and company team. In this technique, a combined arms task force uses a company team with an attached or OPCON scout platoon to execute counterreconnaissance and security operations. The company team commander controls the security effort. The scout platoon is the primary acquiring element, but it can be augmented with infantry assets from the company team and CS assets from the battalion. The company uses all other assets as the killing element. This is the most robust counterreconnaissance technique and has the combat power to be very effective. It also has organic CSS assets, making service support operations quicker and more responsive. The major disadvantages of

this technique are the combat power it diverts from the main battle area and the execution problems that may result if the scouts and the killing elements have not trained together, See [Figure 5-16](#) When using this technique, the company team may eventually conduct a rearward passage of lines and become the task force reserve once the counterreconnaissance effort is complete. The scout platoon, however, will remain on the screen line and revert to task force control.

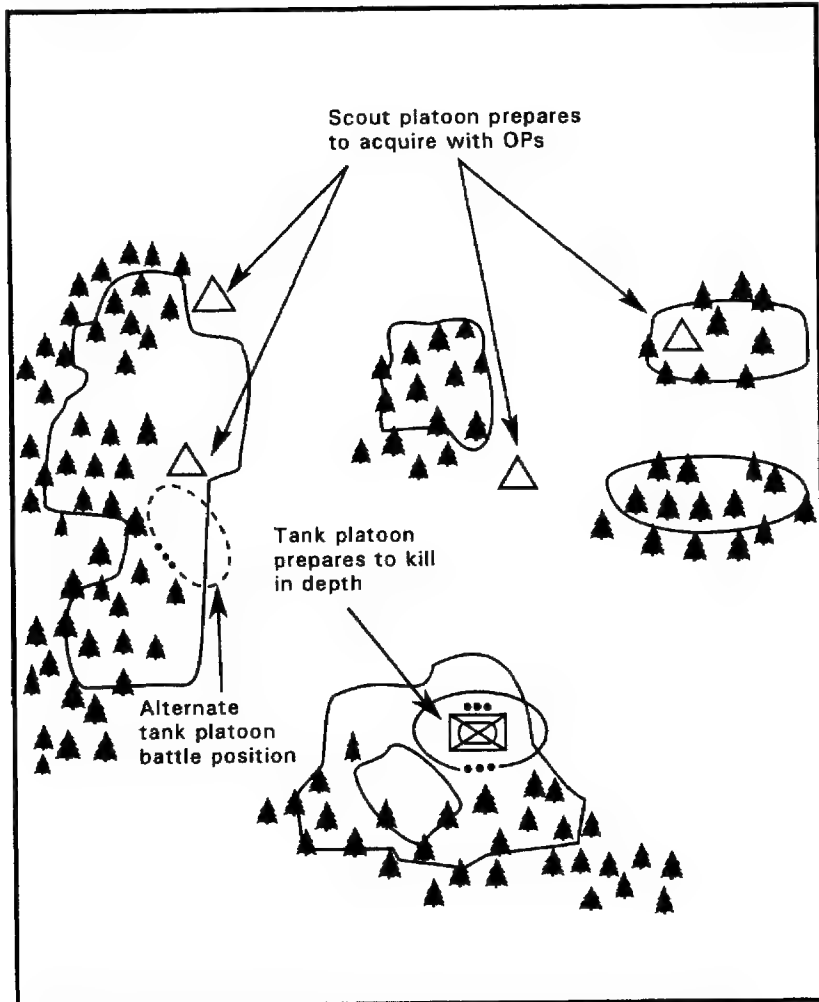


Figure 5-15. Scout and tank team counterreconnaissance array.

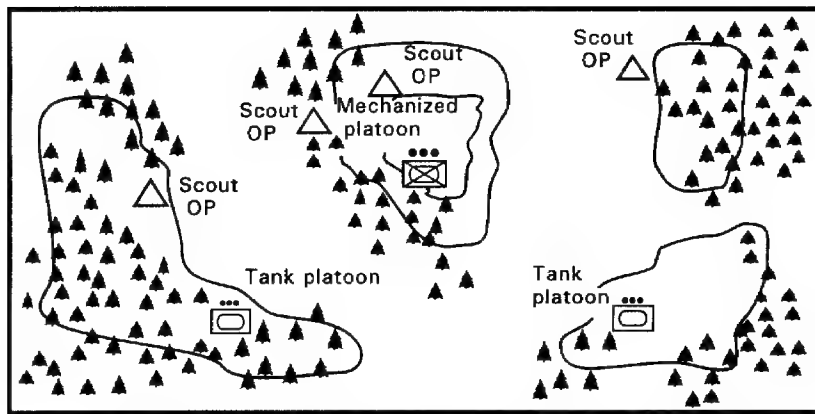


Figure 5-16. Scout and company team counterreconnaissance array.

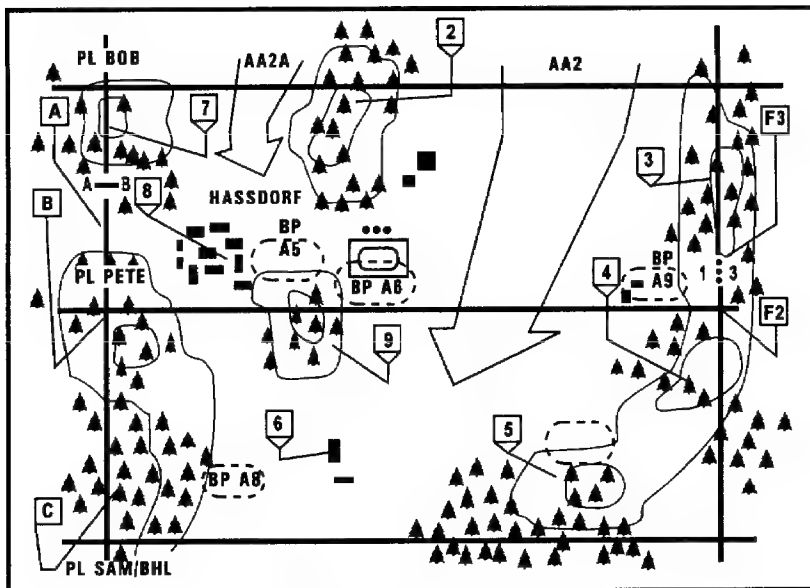
EXAMPLES OF SCREEN OPERATIONS

Cavalry Scout Platoon Screen

The cavalry scout platoon normally screens as part of a troop operation. This example focuses on 1st Platoon, Troop B, part of a regimental cavalry squadron (see [Figure 5-17](#) page 5-24). The troop commander has been assigned the mission to screen in his sector along PL BOB and between PL BOB and FL SAM. The troop will hand over enemy contact as the enemy crosses PL SAM. The troop commander decides to screen with his two scout platoons on line and his tank platoons in depth behind the scout platoons. The primary focus of the 1st Platoon is on acquiring enemy main body elements moving along avenue of approach 2 or 2A (AA2 and AA2A in the figure). The platoon will also locate as much enemy reconnaissance as possible. Because of the width of the sector, the scout platoons have permission to engage enemy reconnaissance patrols smaller than platoon size, but only under favorable conditions. The tank platoon's primary task is to destroy enemy reconnaissance elements of platoon size or larger. In the 1st Platoon's area of operations, the 2d Platoon (tank) has been positioned in BP A6 and is prepared to occupy any other BP on order.

With his troop commander's guidance, the 1st Platoon leader evaluates the resources available to accomplish his tasks. Because there is no assigned time limit to the mission, he plans for long-duration OPs. This consideration drives him to a three-team organization. He places one team to observe AA2A from OP A and applies redundancy along the most dangerous avenue, AA2, by positioning teams at OPs C and E. The positioning of these OPs is critical.

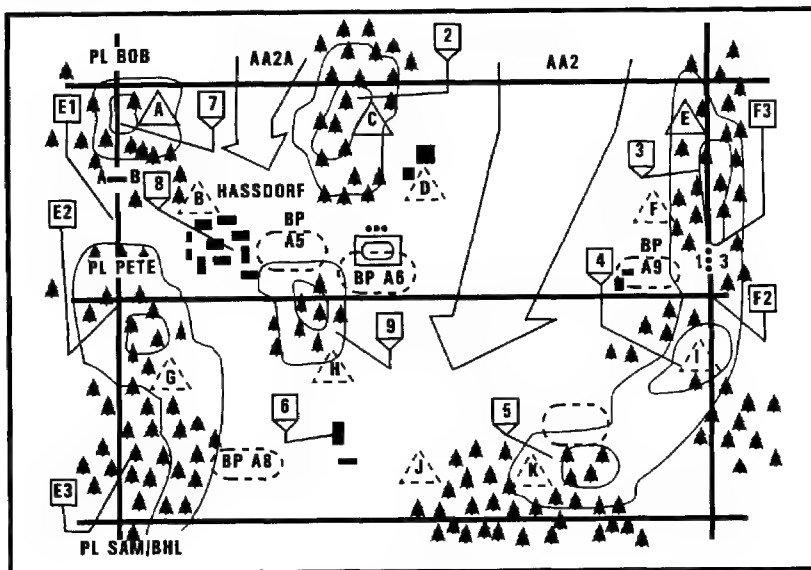
A map reconnaissance indicates that RAAs are probably located along the platoon's boundaries and through the wooded area in the center of the platoon screen (in the vicinity of checkpoints 7, 2, and 3). Careful positioning of the OPs will allow continuous coverage of AA2 and AA2A and some coverage of the RAAs. The platoon leader plans to mount patrols for further surveillance of the RAAs. In addition to his primary positions, the platoon leader plans alternate and subsequent OPs throughout the depth of his sector. He selects these positions based on his requirements to reposition if an OP is compromised and to maintain contact with the main body throughout the depth of his sector (see Figure 5-18). If time permits, the platoon leader will report all his planned positions to the troop TOC. As a minimum, he will send the exact locations of the initial positions.



5-17. Troop screen concept.

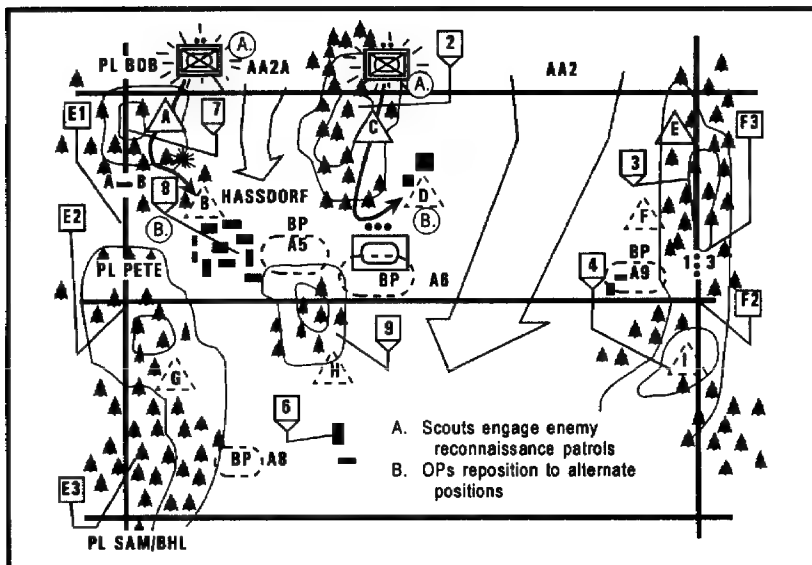
As the scout teams arrive at their assigned positions (OPs A, C, and E), they adjust them to best meet the intent of the platoon leader. Upon arriving, the teams report "SET"; after the OP is completely installed, they report "ESTABLISHED." Once established, the scout teams begin executing patrols in accordance with the platoon patrol plan. After a period of time, OP A reports contact with an enemy reconnaissance patrol consisting of two BRDMs (see Figure 5-19, page 5-26). Based on the platoon leader's guidance, the CFVs

supporting the OP engage and destroy the enemy vehicles. The scouts send the appropriate reports and, with the platoon leader's permission, displace to alternate OP B. Later, scouts at OP C also make contact with an enemy reconnaissance patrol, take the same actions that occurred at OP A, and reposition to their alternate site, OP D.



5-18. Scout dispositions.

The scout teams that repositioned report set and established as they occupy their alternate OPs (B and D). After a period of time, the team at OP D reports contact with three BMPs and a BRDM, moving south just west of AA2 (see Figure 5-20, page 5-26). It also reports artillery striking in the vicinity of OP C, the position it had vacated. Based on the platoon leader's guidance, the scouts take no action, remain hidden, and continue to report. The platoon leader forwards the report to the troop commander and receives instructions to coordinate target handover with the 2d Platoon in BP A6. A short time later, the scouts in OP B report artillery impact in the vicinity of OP A and then contact with two BMPs and a tank, moving south just east of AA2A. The tank platoon engages the first enemy contact from BP A6 and destroys it. Having monitored the developing enemy situation, the troop commander may order the tank platoon to quickly reposition to BP A5. The tank platoon coordinates with the scout platoon leader, moves to a new position if necessary, engages the second enemy platoon, and destroys it.



5-19. Scouts engage reconnaissance patrols.

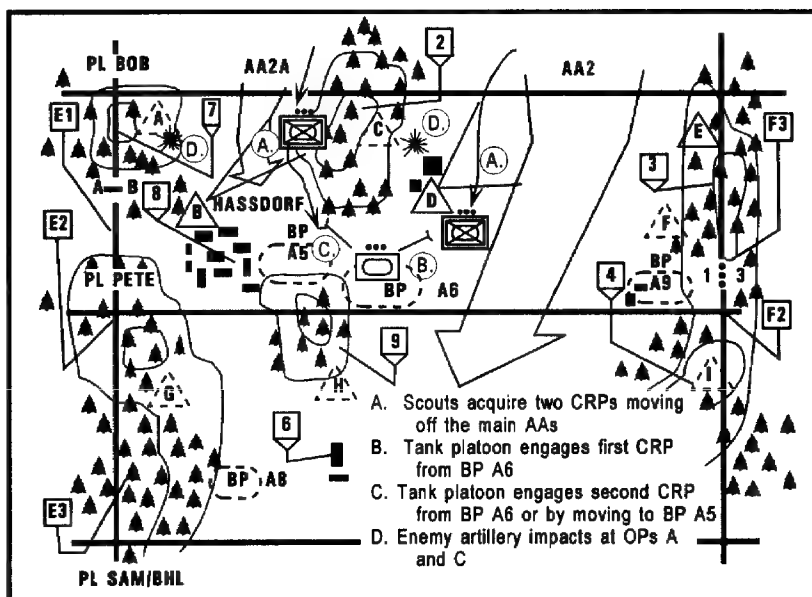


Figure 5-20. Scouts acquire combat reconnaissance patrols (CRP); tanks kill CRPs.

Having engaged a significant number of enemy elements from BP A6 and/or BP A5, the tank platoon is ordered by the troop commander to reposition to BP A8. As that occurs, the team at OP E identifies the first element of the enemy main body, a company-size element. The platoon leader decides to take a risk along AA2A by ordering the displacement of OP B to OP H. This gives him additional depth along AA2 and will make maintaining contact with the enemy main body easier (see Figure 5-21).

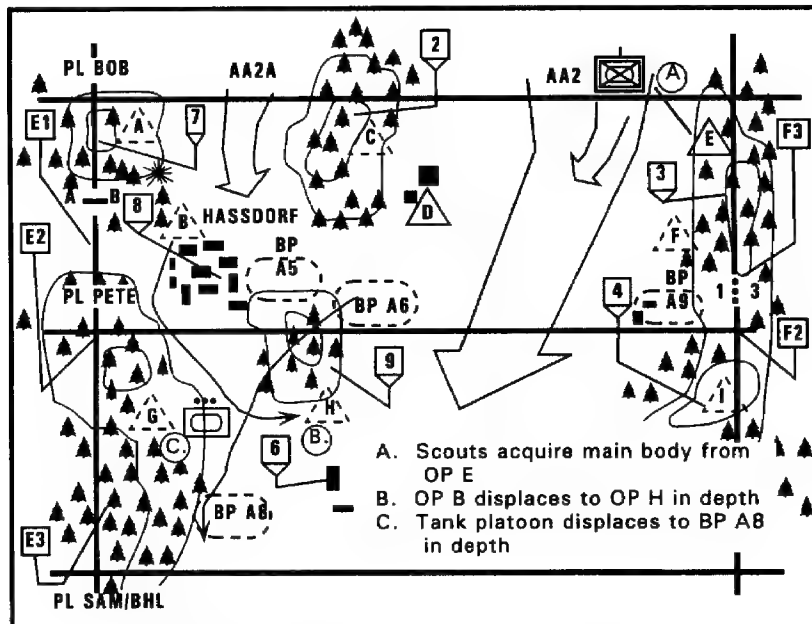


Figure 5-21. Scouts acquire enemy main body.

The scouts at OP E maintain contact with the enemy main body until it can be observed by the scouts at OP D (see [Figure 5-22](#) page 5-28). Once that occurs, target handoff is made between the two OPs, and the scouts at OP E begin to displace in depth to OP J. The scouts at OP D begin to harass the enemy main body by calling for indirect fire. This fire not only breaks up the momentum of the main body, but also helps cover the displacement of OP E. OP D also reports enemy artillery impact in the vicinity of BP A6. The team formerly at OP B now reports set at OP H. On the troop net, the scout platoon eavesdrops that 2d Platoon is set at BP A8.

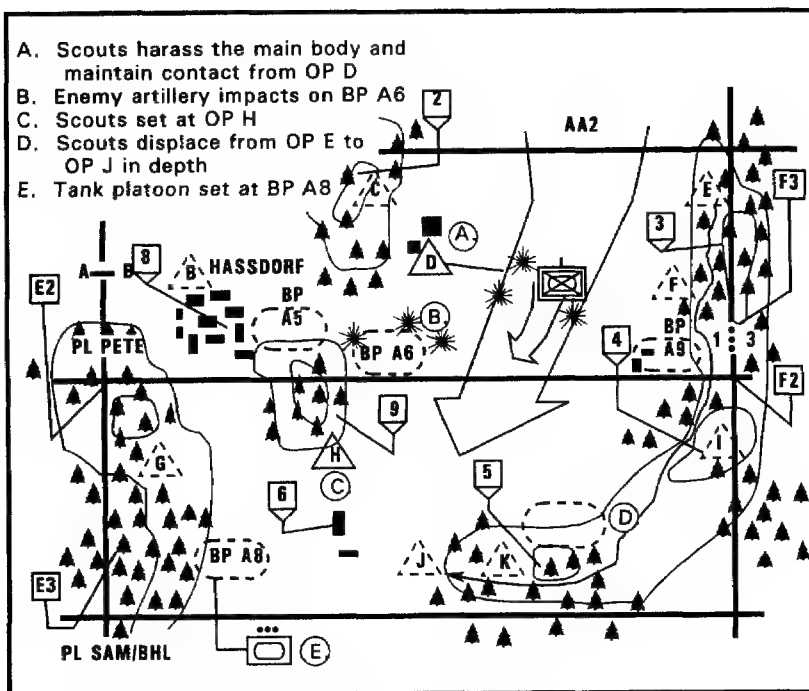


Figure 5-22. Scouts maintain contact and harass enemy main body.

As the enemy main body moves down AA2, target handover occurs between OP D and OP H (see [Figure 5-23](#)). OP H maintains contact with the enemy and continues to harass him with indirect fire. As the enemy main body continues to move, it is engaged with direct fire by the tank platoon in BP A8. The effect of these combined fires disrupts and significantly slows the enemy main body. Meanwhile, the scouts at OP D displace laterally toward the A Troop area to conduct rearward passage. Scouts also report set at OP J and begin coordinating battle handover to the friendly unit south of PL SAM.

After the initial engagement of the enemy main body, the tank platoon displaces laterally toward Troop A to conduct rearward passage (see [Figure 5-24](#)). OP H conducts target handover with OP J, and also moves toward Troop A. OP J maintains contact with the moving enemy main body until battle handover with the friendly unit to the south is complete. The team at OP J then moves east to pass to the rear.

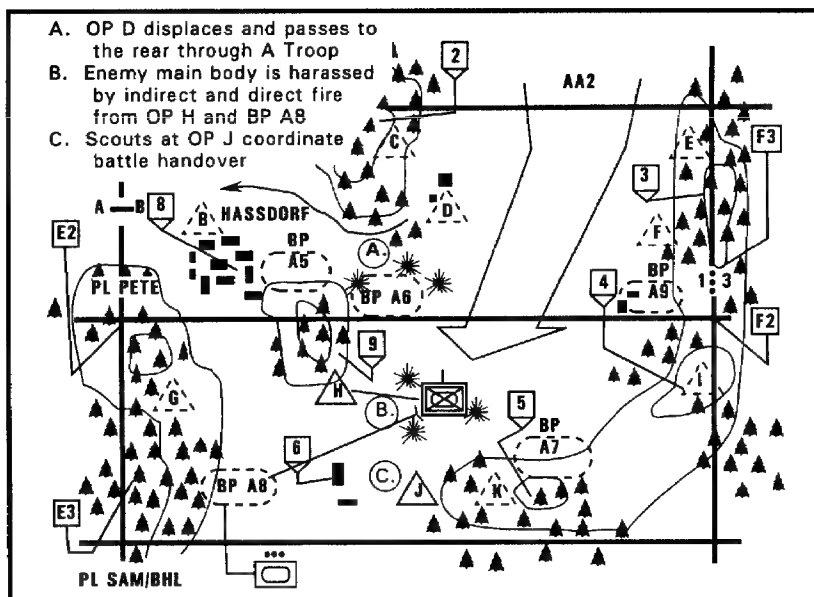


Figure 5-23. Tanks and scouts engage enemy main body.

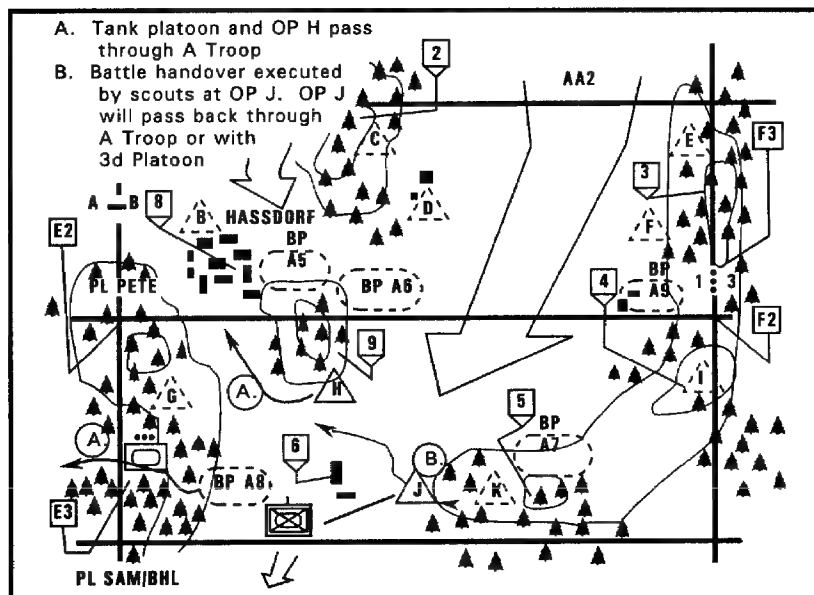


Figure 5-24. Scouts execute battle handover to incoming unit.

Battalion Scout Platoon Screen

A high-frequency mission for the battalion scout platoon is to screen while the task force defends. In this example, the scout platoon has been task organized to be attached to a company team. This decision was made by the task force commander to ensure coverage of both the main avenue of approach and the various RAAs and to facilitate an effective counterreconnaissance operation. The task force commander gives the company team (with attached scouts) the mission of screening along PL SUE to locate all enemy elements moving into the battalion sector. He also orders the company to ensure all enemy reconnaissance is destroyed north of PL MARY. The company team is told to be prepared to destroy the lead elements of the main body from either BP 7 or BP 8 and to occupy BP 4 as the task force reserve. Further guidance to the company is that AA2 is the most dangerous, followed by AA 1 and AA3. Surveillance of AA3 is tasked to the company at BP 6. The battalion will defend from BPs 1, 5, and 6 to destroy the enemy in EA SAM (see Figure 5-25).

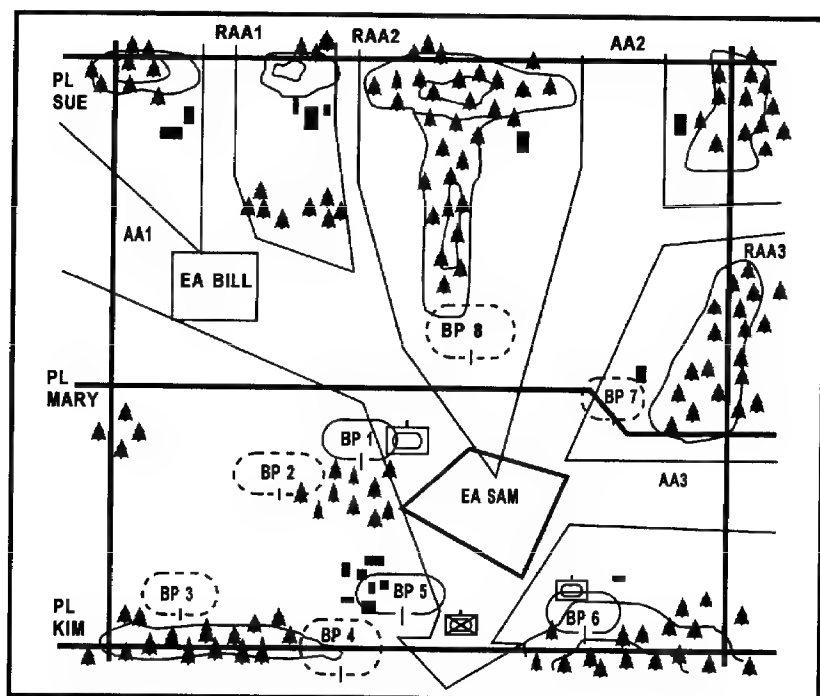


Figure 5-25. Task force dispositions.

The company commander determines that he will use the scout platoon to screen and use his other three platoons to fight counterreconnaissance. Because of the numerous avenues of approach and the requirement to locate all enemy units (reconnaissance and main body), the scout platoon receives attachments: a GSR team (consisting of two radar squads), a COLT team, and an infantry squad. The scout platoon's mission is to screen along PL SUE, oriented on AA 1, AA2, and RAAs 1, 2, and 3. The scout platoon will engage only dismounted reconnaissance elements within its capability. The infantry squad will be used to prevent dismounted infiltration between RAA2 and AA2; it will patrol all forested areas. The mission of the two tank platoons and the infantry platoon is to occupy BPs 1C, 1E, and 1K in depth behind PL SUE and to destroy all mounted reconnaissance elements of platoon size or smaller as they are located by the scouts. These platoons will be prepared to consolidate if required (see Figure 5-26).

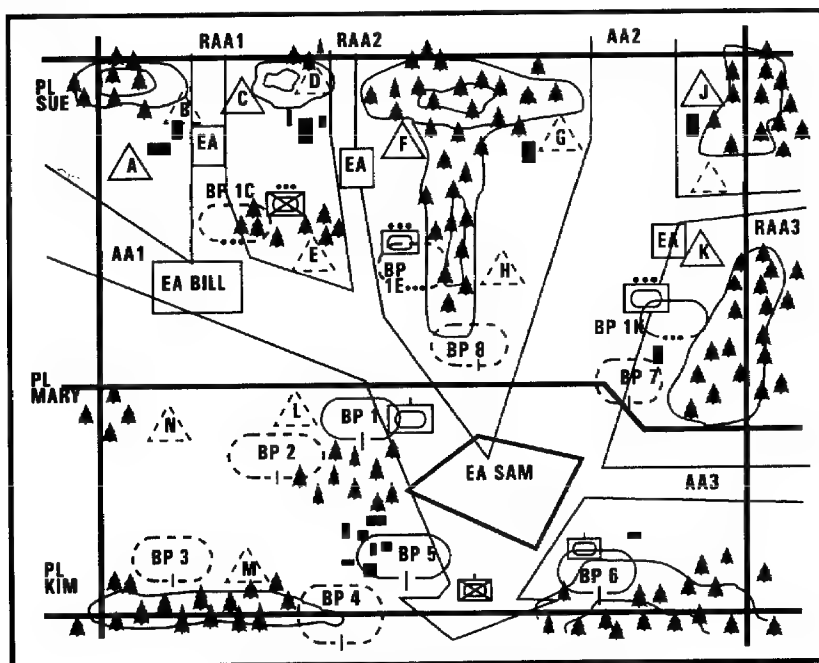


Figure 5-26. Scout and team dispositions.

With a clear understanding of both the company commander's intent for the platoon and the battalion's intent for the company team, the scout platoon

leader begins his mission analysis. Because he has been assigned no time limit for his mission, he must plan long-duration positions. He has also been tasked to do extensive patrolling. These two requirements lead him to determine that each position must be manned by a minimum team of nine personnel. With the attached resources, including his headquarters element, the platoon leader is able to form five teams of varying capabilities (see Figure 5-27). He matches them against the surveillance requirements he has identified. Teams A and B each have GSR and therefore are tasked with surveillance of the main body avenues of approach, AA1 and AA2. Team C, with the infantry squad, is tasked to execute surveillance of RAA2 and prevent dismounted infiltration. Team D, with the COLT element, is positioned in depth to monitor RAA3 and provide depth along AA1, the most dangerous avenue of approach. Team E, with the platoon leader, will monitor RAA1. The platoon leader, though not the leader of Team E, will be able to provide manpower assistance to the team, enabling it to perform continuous operations. Because Team E is monitoring the least likely approach, command and control from that position is least likely to be disrupted. The platoon leader will control his platoon on the platoon net and submit his reports to the company team commander on the company team net. The company commander is responsible for reporting to the task force commander.

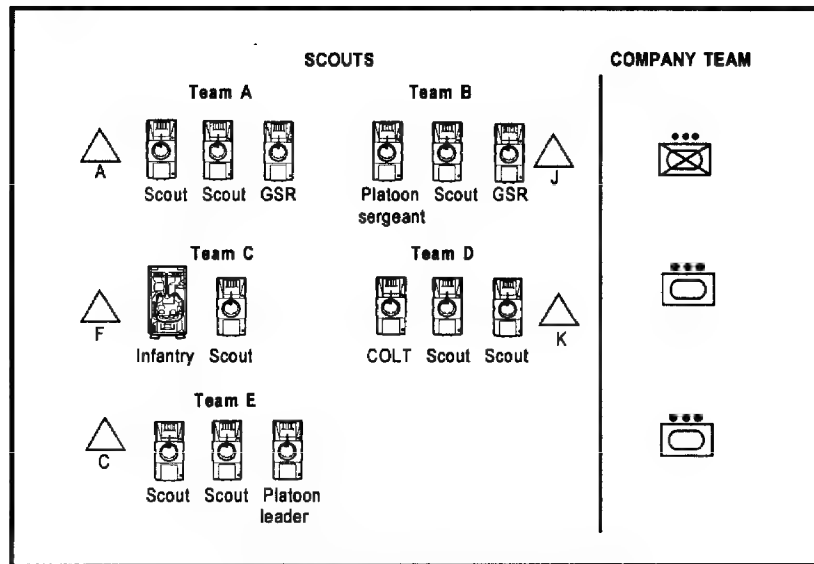


Figure 5-27. Scout and company team organization.

The scout platoon sets in five separate OP positions; simultaneously, the combat platoons set in the respective BPs. Team C, at OP F, dispatches a patrol to set an ambush along the dismounted avenue of approach between OP F and OP G (see Figure 5-28). Team B, at OP J, makes first contact with an enemy reconnaissance patrol consisting of two BMPs, moving on a route parallel to AA2. OP J tracks the enemy, but in accordance with the company commander's guidance, it does not engage. OP J conducts target handover with OP K and alerts the tank platoon in BP 1K. OP K continues to maintain contact without revealing its position until the enemy patrol enters the EA of the tank platoon. There, the BMPs are engaged and destroyed by the tank platoon. Soon afterward, contact is reported by OP F along RAA2. OP F observes and maintains contact with one BRDM and one BMP, then conducts target handover with tanks in BP 1E. The tanks destroy the enemy vehicles when they enter the engagement area.

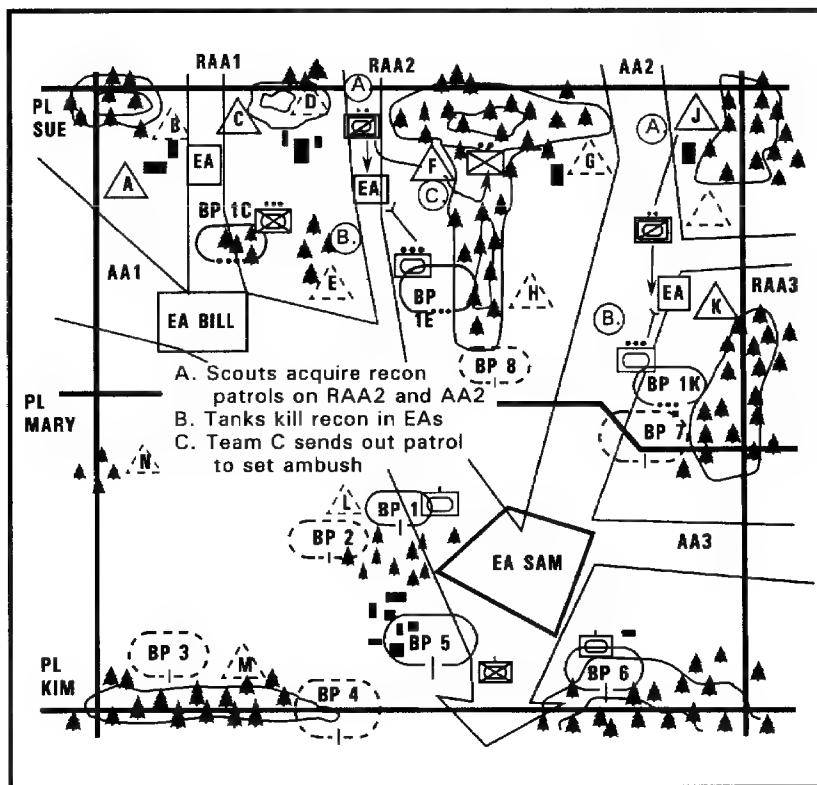


Figure 5-28. Acquiring and destroying enemy reconnaissance patrols.

Upon completion of their engagements, the tank platoons reposition to alternate BPs (see Figure 5-29). Contact with two BMPs is reported by OP C. Contact is also reported by the ambush in the vicinity of OP F. The scouts at OP C remain concealed, maintain contact with the enemy, and execute target handover with the infantry platoon in BP 1C. The infantry platoon engages and destroys the enemy as he enters the engagement area. At the ambush site, the infantry squad engages and kills five dismounted enemy soldiers who were attempting to infiltrate the screen line.

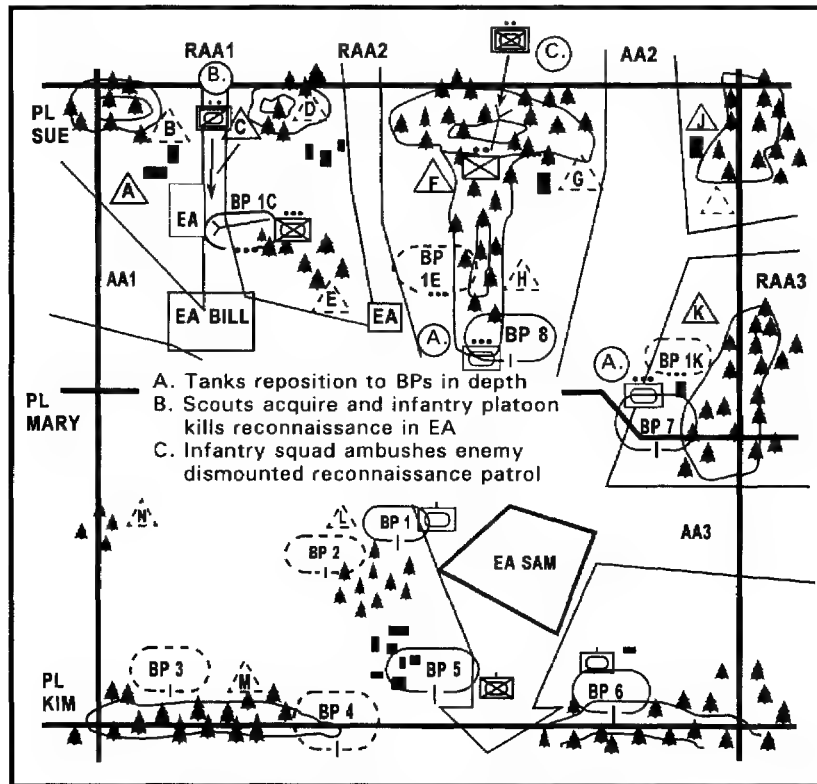


Figure 5-29. Repositioning and acquiring additional reconnaissance patrols.

At completion of the ambush, the infantry squad returns to OP C. Because the scouts have not made a mounted move or engaged targets, their positions remain uncompromised. The scouts acquire two platoon-size elements moving

down AA2 and RAA2 (see Figure 5-30). They report artillery impact on BP 1E and BP 1K. The scouts at OP F maintain contact as long as possible and then, with permission, break contact as the enemy moves south. Positive handover to the tanks is not possible because the tanks have repositioned. Displacement while in contact was not attempted in this situation because of the difficulty of that task and the likelihood that the tanks would soon acquire the enemy from their alternate position. The tank platoon is alerted to the direction, location, and speed of the enemy. With this information, the tank platoon monitors its engagement area and, as the enemy is acquired, destroys him. On AA2, OP J and OP K track a platoon-size enemy force and hand it over to the tank platoon for destruction. In addition, OP K has dispatched a patrol into the wooded area south of the OP and located an enemy OP position. The patrol destroys the position with indirect fire.

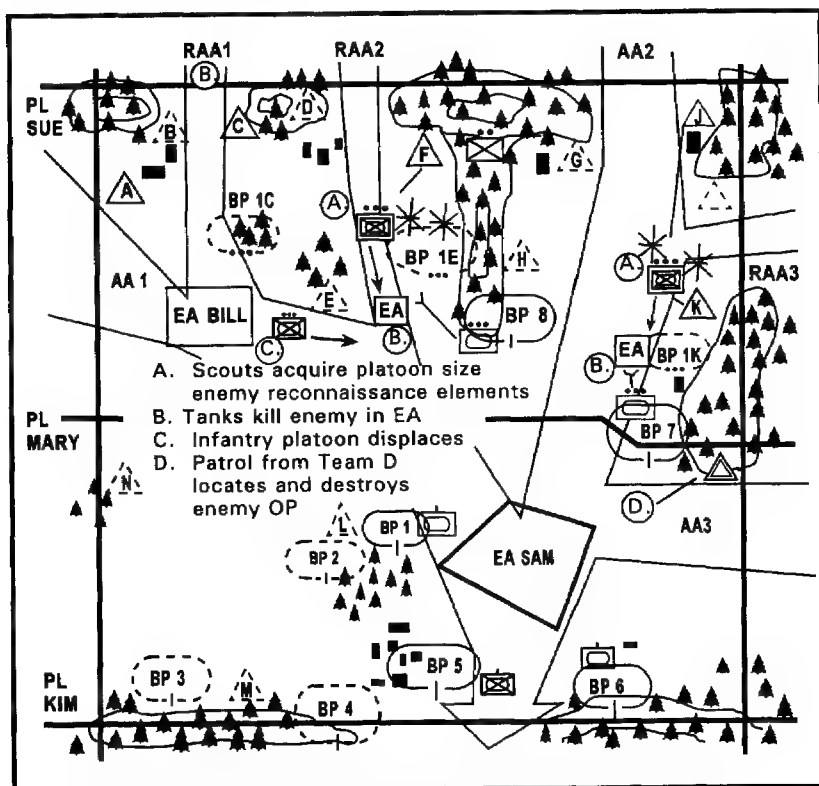


Figure 5-30. Platoon-size enemy elements acquired and destroyed.

After the destruction of the enemy OP, the scout screen no longer has any enemy contact. All the combat platoons are consolidated into a single position at BP 8 in anticipation of the imminent arrival of the enemy main body. The next contact is made by GSR from OP J. The radar report indicates a company-size force moving down AA2. Within a short time, this force is observed by the scouts at OP J (see Figure 5-31). OP J sends the appropriate reports, maintains contact with the enemy, and hands the enemy off to OP K. OP K maintains contact and begins to harass the enemy force with artillery as it approaches the company engagement area (see Figure 5-32). The COLT team at OP K coordinates all indirect fires, using its ground-emplaced laser designator (GELD) to designate key targets for Copperhead munitions. As the lead element of the enemy main body enters the engagement area, it is destroyed by direct and indirect fires. As this is happening, OP J reports another contact. GSR is now reporting a battalion-size force moving rapidly down AA2.

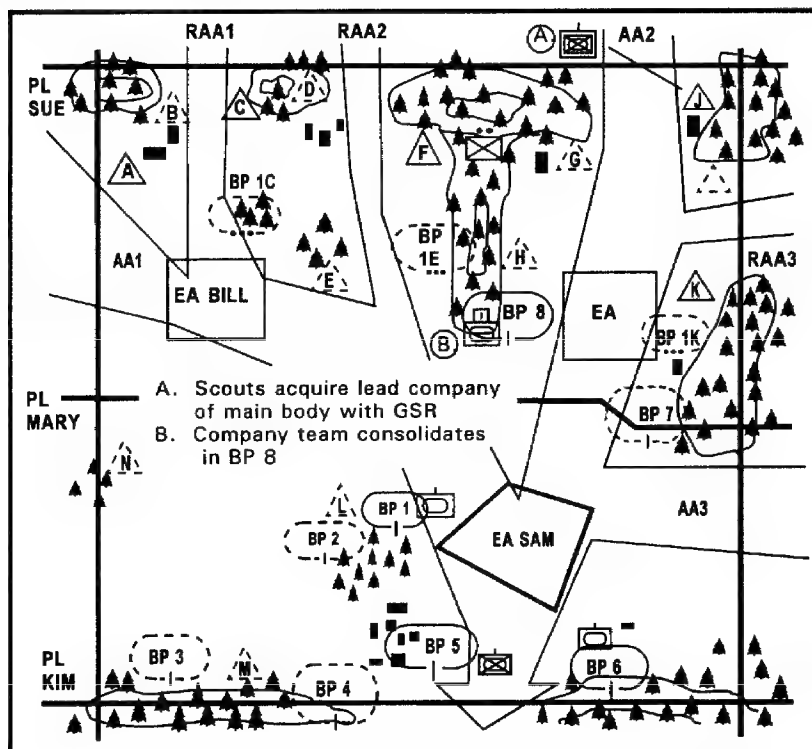


Figure 5-31. Scouts acquire company-size element of enemy main body.

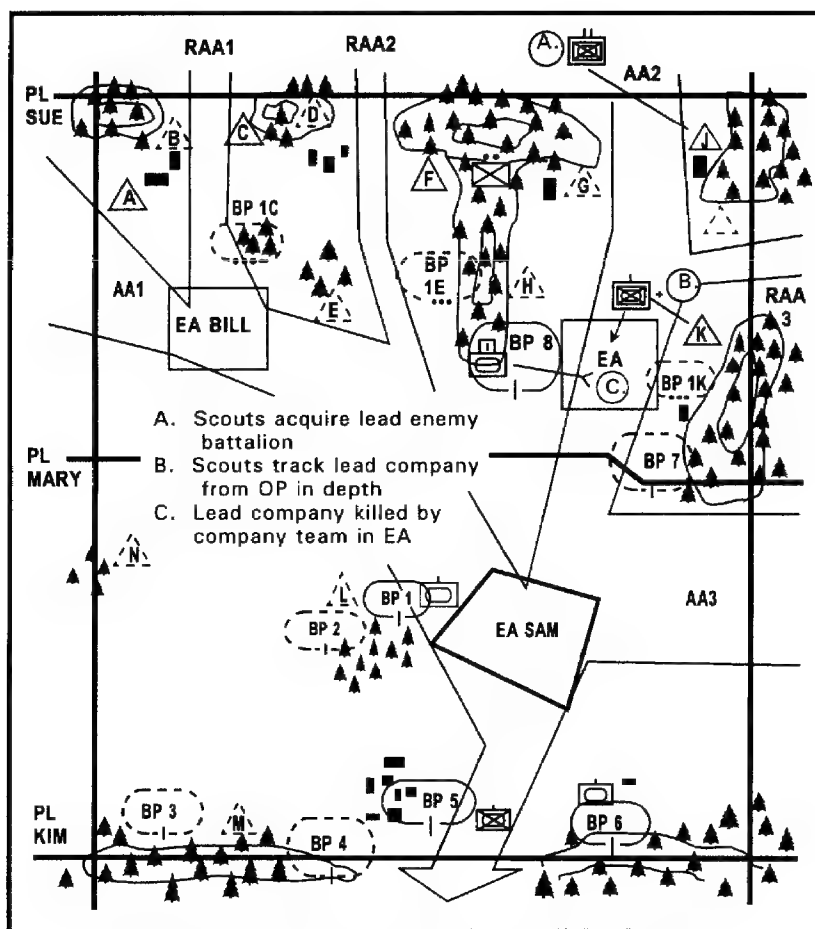


Figure 5-32. Scouts acquire battalion-size enemy main body; company team destroys enemy company.

When the location of the advance battalion of the enemy main body is reported, the friendly battalion commander orders the company to move to BP 4 and revert to battalion reserve (see Figure 5-33, page 5-38). On this order, the scout platoon goes back under battalion control. The scouts maintain contact with the enemy and harass him with indirect fire in depth through OPs J and K. They maintain surveillance on the other avenue of approach until they receive a change-of-mission FRAGO from battalion. The scouts maintain contact until the enemy is engaged by the battalion in EA SAM.

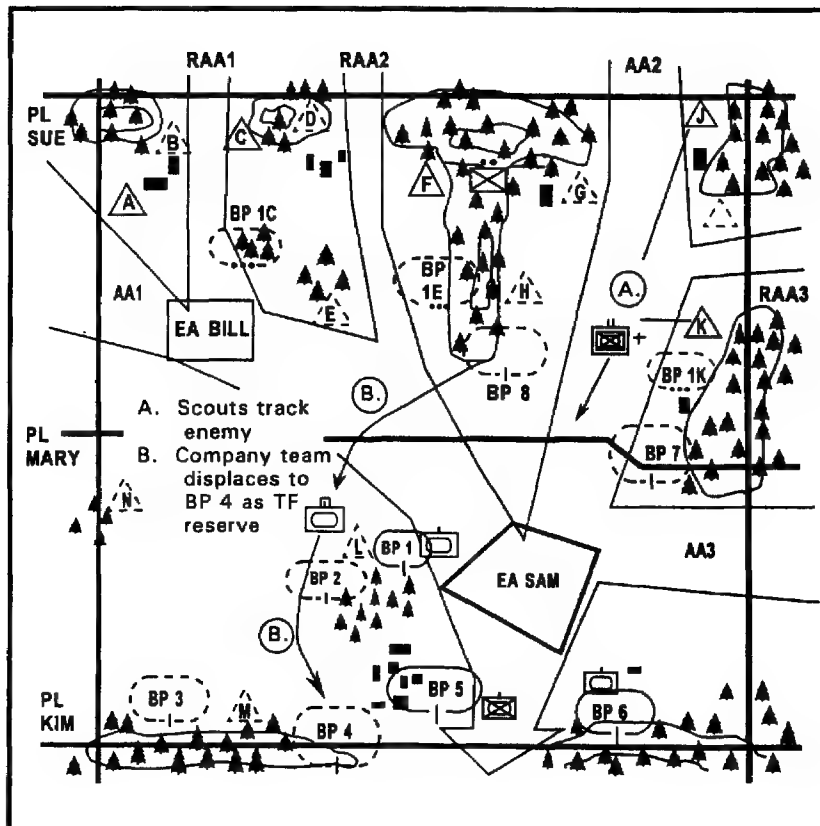


Figure 5-33. Scouts track enemy main body to EA SAM.

Section III. AREA SECURITY OPERATIONS

Area security operations are designed to protect specific critical and vulnerable assets or terrain from enemy direct fire and observation. They can involve escorting friendly convoys; protecting critical points such as bridges, command and control installations, or other key and vulnerable sites; or participating in protection of large areas such as airfields. They are normally performed when conventional security or combat operations are not appropriate to the situation. The scout platoon may perform area security operations as part of a larger force or as an independent platoon mission.

CONVOY AND ROUTE SECURITY

Convoy or route security missions are performed by company teams, cavalry troops, and larger organizations. Convoy security provides protection for a specific convoy. Route security aims at securing a specific route for a designated period of time, during which multiple convoys may be using the route. These missions include numerous tasks for elements such as escort, reconnaissance, and combat reaction forces (see Figure 5-34). These tasks become missions for the subordinate units. The scout platoon is particularly well suited for route reconnaissance and outposting missions and may perform convoy escort as well. The size of the unit performing the convoy or route security operation is dependent on a number of factors, including the size of the convoy, the terrain, and the length of the route.

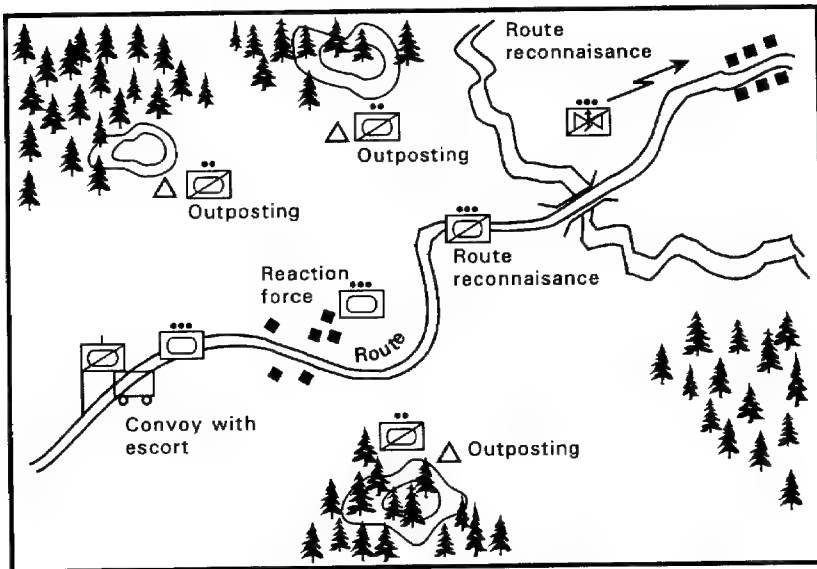


Figure 5-34. Cavalry troop conducting a convoy security mission.

Route Reconnaissance

When route reconnaissance is conducted as part of a route security operation, it is done in the same manner as discussed in [Chapter 4](#). In this mission, scouts focus on the trafficability of the route and enemy forces that might influence the route. The scout platoon must plan to call for engineer assets

to assist in breaching point-type obstacles. Command-detonated devices are a major threat during route reconnaissance.

Outposting

Outposting is a technique used during route security to screen the route after it has been reconnoitered. Its use is similar to the technique for reconnaissance operations covering lateral and boundary routes discussed in [Section V of Chapter 3](#). Outposting as part of route security, however, is generally done by all elements of the platoon for the specific purpose of helping to secure a route or convoy; it provides early warning of enemy elements attempting to interdict a route or convoy through the use of OPs on critical portions of the route or key avenues of approach to the route. Outposting differs from a conventional screen in that the outposts are oriented on the route rather than on the friendly main body. Normally, the outposting platoon follows the platoon that is executing the route reconnaissance (see Figure 5-35). Outposts have a limited ability to destroy small enemy forces attempting to influence the route. Their primary purpose is to acquire the enemy and then direct reaction forces or indirect fire to destroy him.

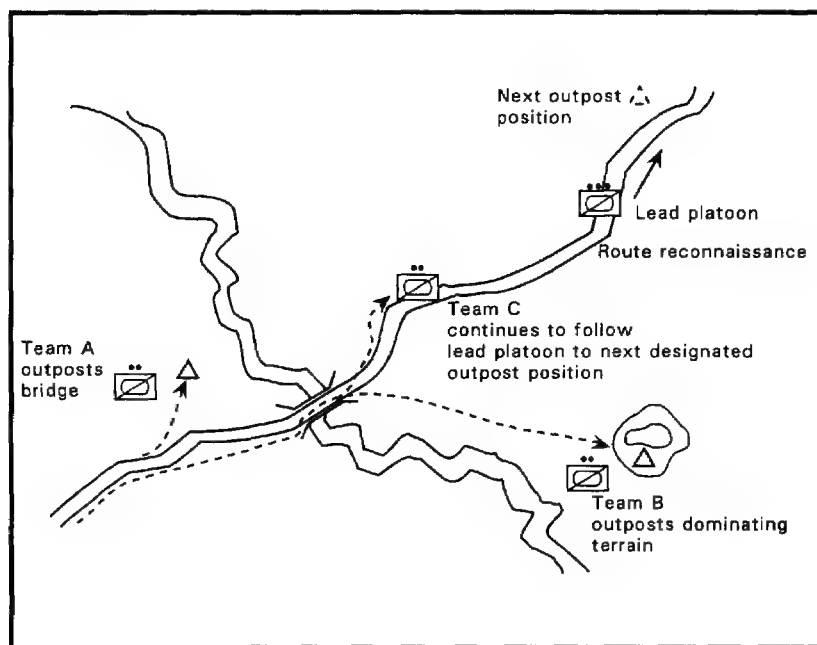


Figure 5-35. Cavalry scout platoon outposting a route.

Convoy Escort

The scout platoon may perform a convoy escort mission either independently or as part of a larger unit's convoy security mission. The convoy escort mission requires that the platoon provide a convoy with close-in protection from direct fire. The platoon can protect 5 to 10 convoy vehicles per escort vehicle. These vehicles can be military CSS or command and control vehicles or civilian trucks or buses. CFV-equipped platoons are better suited to this mission than are HMMWV platoons because of their firepower and armor protection from direct fire, indirect fire, and mines. Careful evaluation of the threat must be undertaken prior to assigning convoy escort to HMMWV- equipped scout platoons. The following considerations apply during convoy escort operations.

Command and control. Command and control during convoy escort is especially critical due to the inherent task organization of this mission. When the scout platoon is executing the escort mission, it operates under the control of the convoy commander. The relationship between the scout platoon and the convoy commander must provide for unity of command and effort if combat operations are required during the course of the mission.

The platoon leader must ensure that a complete OPORD is issued to all vehicle commanders in the convoy prior to execution of the mission. This is vital because the convoy may itself be task organized from a variety of units and because many of the vehicles may not have tactical radios. The order should follow the standard five-paragraph OPORD format, but special emphasis should be placed on the following subjects:

- Order of march.
- Actions on contact.
- Chain of command.
- Communications and signals.
- Actions on vehicle breakdown.
- Actions at a halt.
- Route of march (to include a sketch for each vehicle commander).

Tactical disposition. Security during convoy escort missions must be in all directions and throughout the length of the convoy. This requires that the elements of the scout platoon and any combat or CS attachments be dispersed throughout the convoy formation. Engineer assets should be located toward the front to respond to obstacles; the FIST or COLT should be located near the platoon leader. The platoon will normally use the column formation due to its inherent speed and ease of movement (see Figures 5-36 and 5-37). If a HMMWV unit is used as the escort, a tracked armored vehicle should be reattached to lead the convoy whenever possible because of its superior protection against mines.

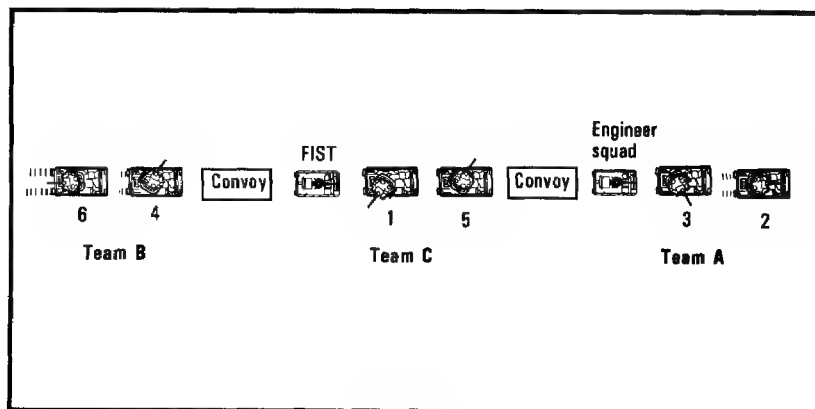


Figure 5-36. CFV scout platoon escorting convoy.

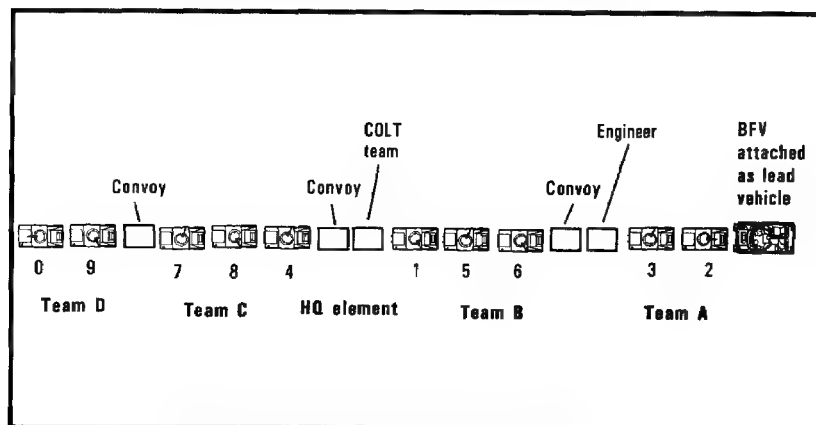


Figure 5-37. HMMWV scout platoon escorting convoy.

Actions at an ambush. Ambush is one of the most effective ways to interdict a convoy and is therefore a threat the convoy escort must be prepared to counter. Reaction to an ambush must be quick, overwhelming, and decisive. It must be executed as a drill by all escort and convoy elements, with care taken to avoid fratricide. The following actions should be included in the convoy escort drill:

- Upon detection of an enemy force, escort vehicles action toward the enemy. They seek covered positions between the convoy and the enemy and suppress the enemy with the highest possible volume of fire. Contact reports are submitted higher (see [Figure 5-38A](#), page 5-44).
- The convoy commander retains control of the convoy vehicles and continues to move them on the route at the highest possible speed,
- Convoy vehicles, if armed, may return fire only until the escort has imposed itself between the convoy and the enemy.
- Any damaged or disabled vehicles are abandoned and pushed off the route (see [Figure 5-38B](#), page 5-44).
- The escort leader (scout platoon leader) submits spot reports. If necessary, he requests reinforcement and calls for and directs indirect fires and air support if they are available.
- Once the convoy is clear of the kill zone, the escort chooses one of the following-courses of action based on the composition of the escort and the strength of the enemy force:
 - Continue to suppress the enemy while combat reaction forces move to support (see [Figure 5-39A](#), page 5-45).
 - Assault the enemy (see [Figure 5-39B](#), page 5-45).
 - Break contact and move out of the kill zone (see [Figure 5-39C](#), page 5-45).

Generally, CFV-equipped scout platoons will continue to suppress the enemy or execute an assault because of their vehicles' capabilities. HMMWV units are more likely to move out of the kill zone as soon as the convoy is clear. Contact should be broken only with the approval of the scout platoon's higher commander.

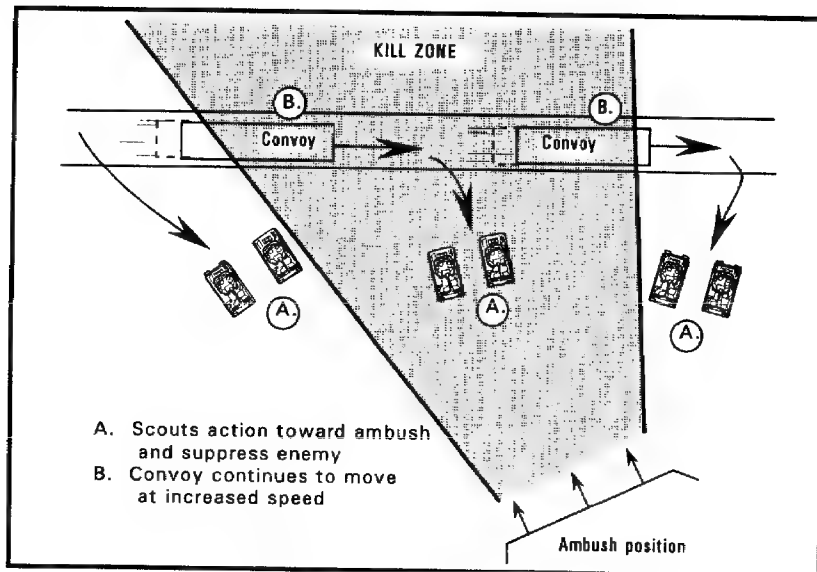


Figure 5-38A. Convoy escort actions toward ambush.

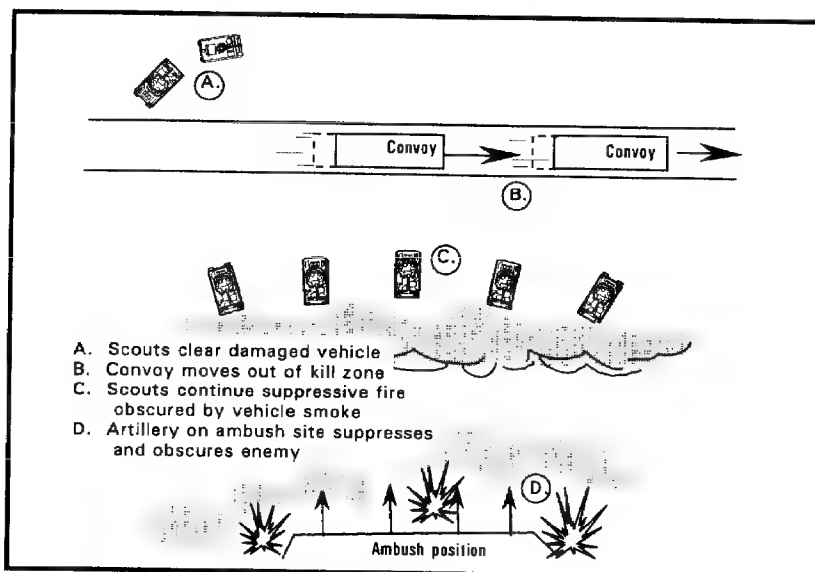


Figure 5-38B. Convoy continues to move.

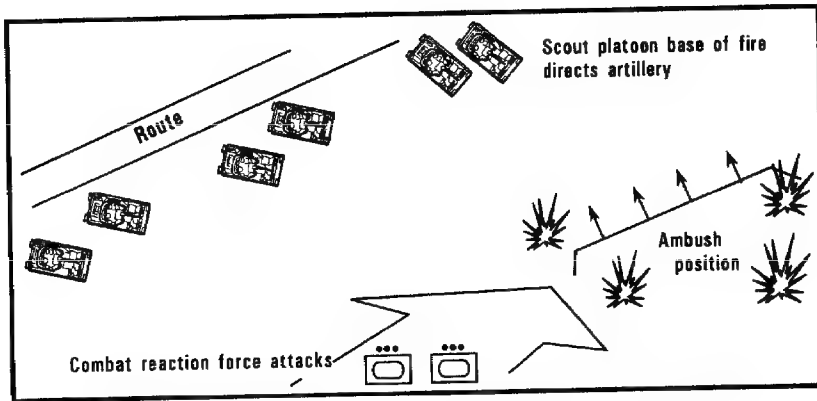


Figure 5-39A. Escort suppresses ambush for reaction force attack.

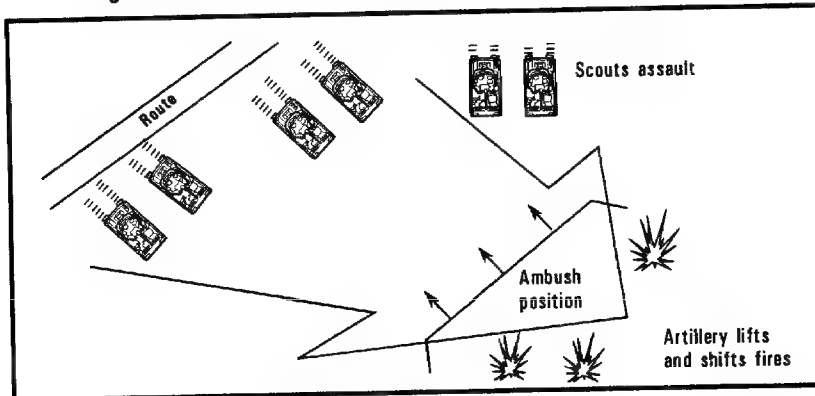


Figure 5-39B. Escort assaults ambush.

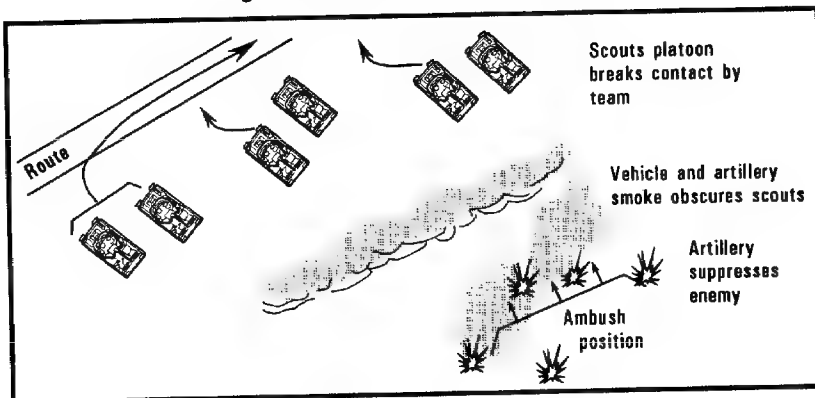


Figure 5-39C. Escort breaks contact.

Actions during a short halt. Short halts may be required for a number of reasons during the execution of a convoy. During a short halt, the escorting unit is at REDCON 1 regardless of what actions the convoy vehicles are taking. If the halt is for any reason other than an obstacle, the following actions should be taken:

- The convoy commander signals the short halt and transmits the order via tactical radio. All vehicles in the convoy assume a herringbone formation.
- If possible, escort vehicles assume a herringbone formation up to 100 meters beyond the convoy vehicles, which are just clear of the route. Escort vehicles remain at REDCON 1 but establish local security (see Figure 5-40A).
- When the order is given to move out, convoy vehicles first reestablish the column formation, leaving space for the escort vehicles (see Figure 5-40B). Once the convoy is in column, the escort vehicles join the column, leaving local security dismounted (see Figure 5-40C, page 5-48).
- Once all elements are in column, local security personnel mount, and the convoy continues to move.

Actions at an obstacle. Obstacles are a major threat to convoys. The purpose of the route reconnaissance ahead of the convoy is to identify obstacles and either breach them or find bypasses. In some cases, it is not possible to mount a route reconnaissance ahead of the convoy; in other cases, the enemy or its obstacles may avoid detection by the reconnaissance element. In either situation, the convoy must take actions to reduce or bypass the obstacle.

Obstacles can be used to harass the convoy by delaying it; if the terrain is favorable, the obstacle may be able to stop the convoy altogether. In addition, obstacles can be used to channel or stop the convoy as a setup for an ambush. When a convoy is dealing with an obstacle, it faces a two-sided problem: it is more vulnerable because it is stopped, and its escort force is occupied with tasks required to overcome or bypass the obstacle. For these reasons, security becomes critical, and actions at the obstacle must be accomplished very quickly.

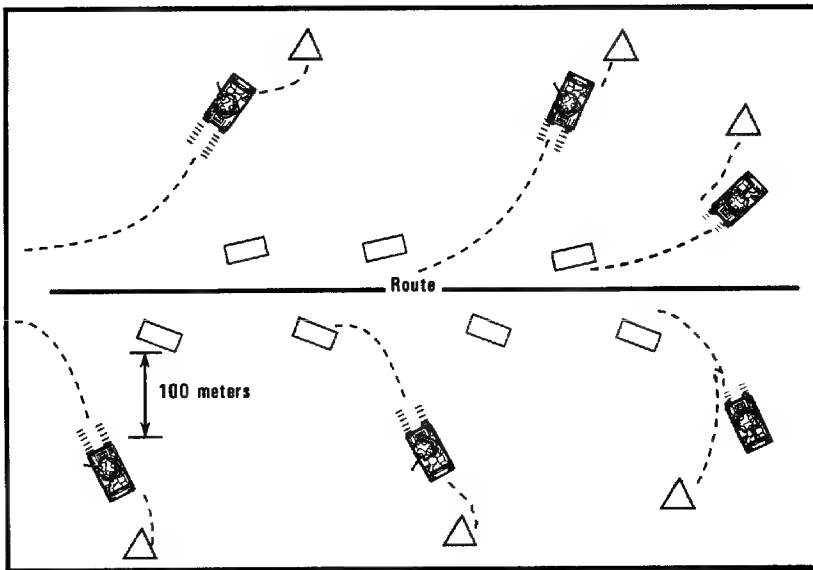


Figure 5-40A. Convoy assumes herringbone formation.

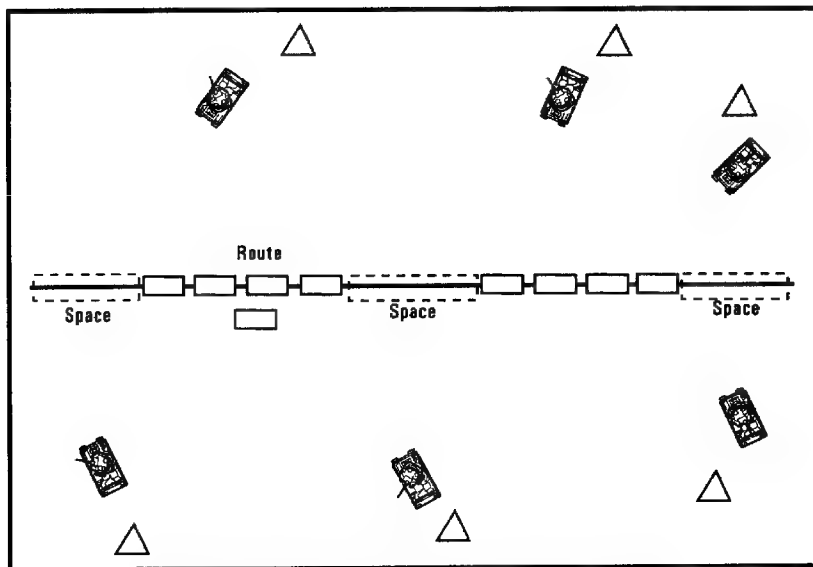


Figure 5-40B. Convoy moves back into column formation.

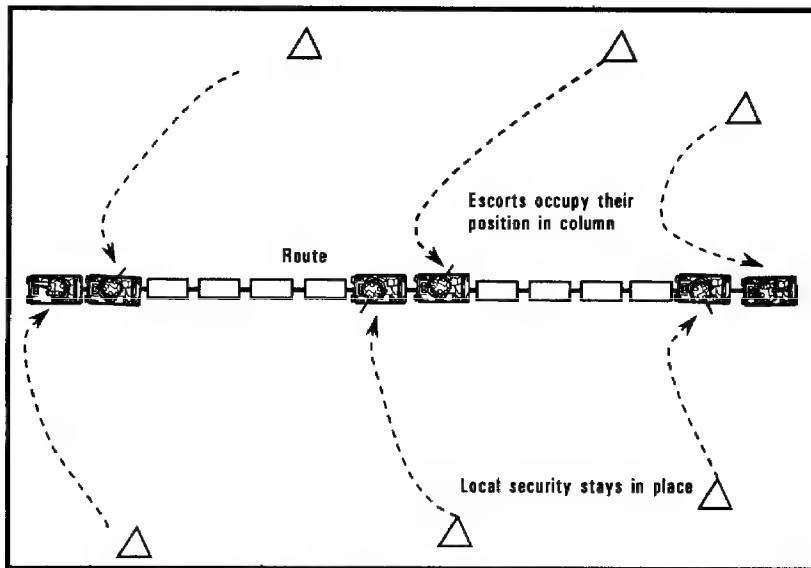


Figure 5-40C. Escort vehicles rejoin column.

The following actions should be taken when the convoy escort encounters a point-type obstacle:

- The lead security element identifies the obstacle and directs the convoy to make a short halt and establish security. The convoy establishes overwatch of the obstacle (see [Figure 5-41A](#)).
- The convoy commander relays a spot report higher and requests support by combat reaction forces, engineer assets (if they are not already part of the convoy), and aerial reconnaissance elements. In addition, artillery units are alerted to be prepared to provide fire support. These steps are designed to reduce the time the convoy is halted and thus to reduce its vulnerability. The convoy commander must assume that the obstacle is overmatched and covered by the enemy.
- The escort forces form a reconnaissance team and begin reconnaissance for a bypass while maintaining 360-degree security of the convoy (see [Figure 5-41B](#), page 5-50).

- Simultaneously, an additional reconnaissance team made up of escort elements and/or engineers moves forward to conduct an obstacle reconnaissance. Because of limited time and assets, far-side security need not be established prior to reconnaissance of the obstacle (see [Figure 5-41B](#), page 5-50).
- Once all reconnaissance is completed, the convoy commander determines which of the following courses of action he will take:
 - Bypass the obstacle.
 - Breach the obstacle with the assets on hand.
 - Breach the obstacle with reinforcing assets.
- The convoy commander executes the best course of action and continues the mission.

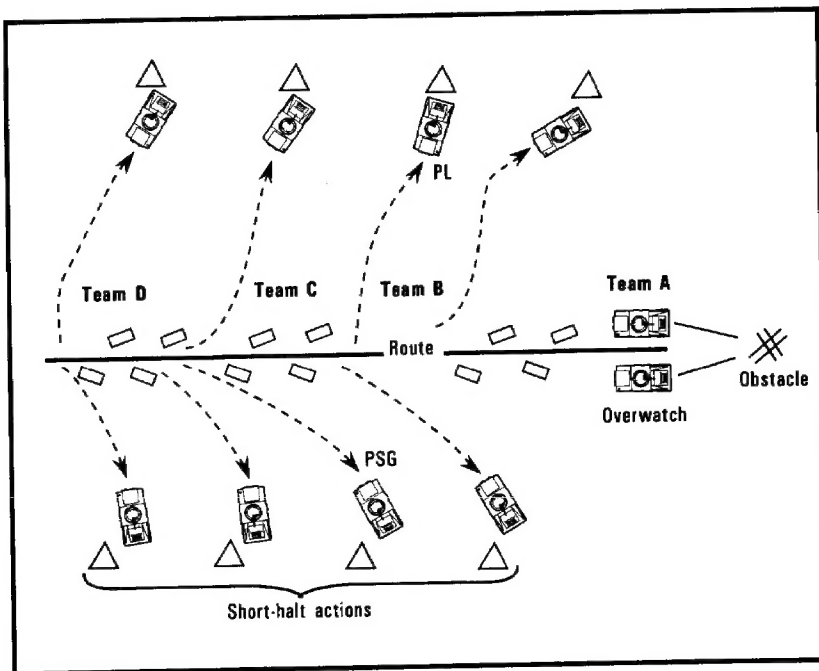


Figure 5-41A. Overwatch of an obstacle.

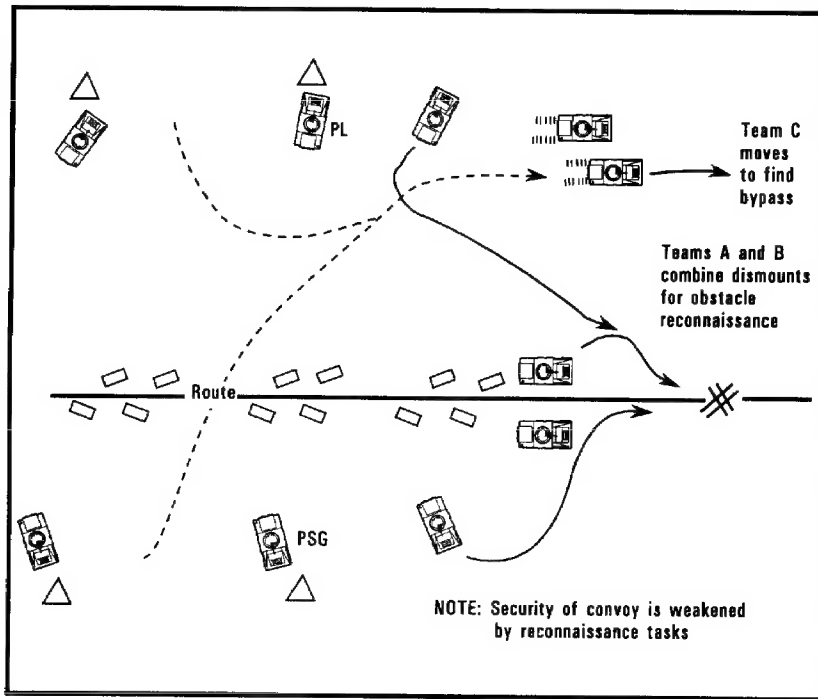


Figure 5-41B. Developing the situation at an obstacle.

AREA SECURITY

Area security missions require that the scout platoon protect a designated key and vulnerable area from enemy direct fires and observation. The requirement for protection is in all directions unless otherwise specified. Area security operations make use of a variety of techniques and may include reconnaissance, security, defensive, and offensive tasks.

When deploying for area security, the platoon generally adopts a three-or four-team organization in coil formation around the point, area, or asset to be secured. Vehicle positions are adjusted to orient on likely enemy avenues of approach. In HMMWV-equipped platoons, the headquarters element is positioned in the center of the coil to facilitate command and control and to ensure enhanced protection. The smaller size of CFV platoons will usually require all vehicles to be positioned in the coil.

Scout teams dig two-man fighting positions and, if engineer support is available, vehicle positions. If engineer support is not available, vehicles occupy hasty fighting positions. An automatic weapon is placed in each two-man position; these weapons complement vehicle-mounted plunging fire with ground-mounted grazing fire, which is more effective against dismounted threats. To further improve the position, the platoon employs hasty protective minefield and wire and other obstacles as appropriate and available. Consideration should be given to employing chain-link fencing as an RPG screen around hasty vehicle positions to assist in thwarting enemy light antitank weapons. Once vehicle positions and obstacles are established, the platoon develops a fire plan, including integrated indirect fires, and submits it to its higher headquarters (see Figure 5-42).

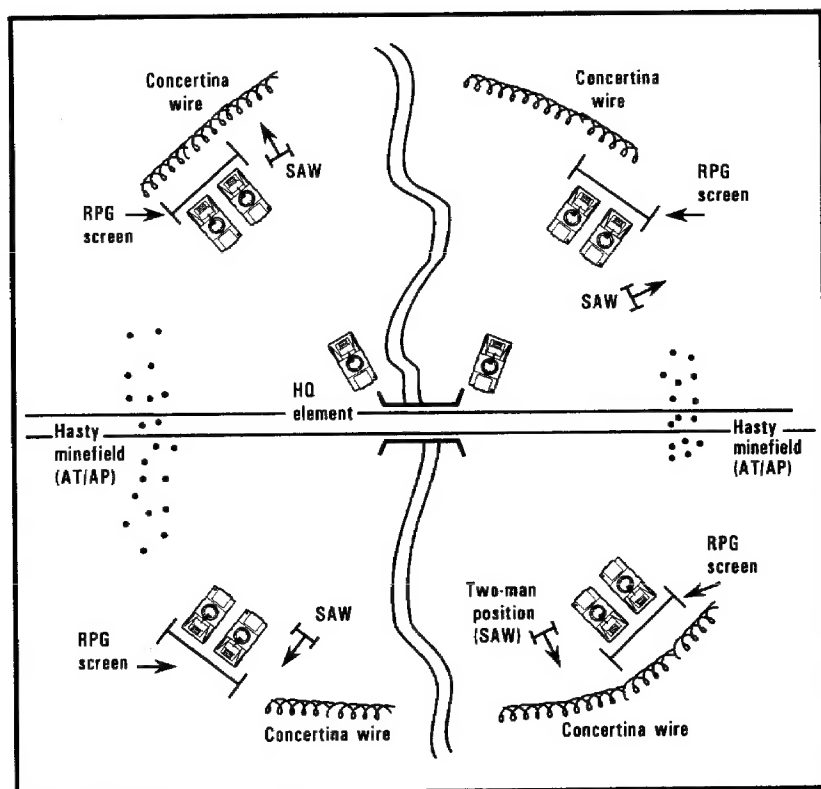


Figure 5-42. HMMWV platoon coil defense sketch.

In addition to setting up the platoon position around the asset to be secured, the platoon also employs patrols and OPs to enhance security. It employs reconnaissance patrols and ambush patrols as needed to become familiar with the area of operations, to gain information on enemy forces, and to destroy small enemy dismounted reconnaissance elements. OPs are deployed to observe likely avenues of approach, to provide early warning of enemy activity, and to assist in controlling indirect fires (see Figure 5-43).

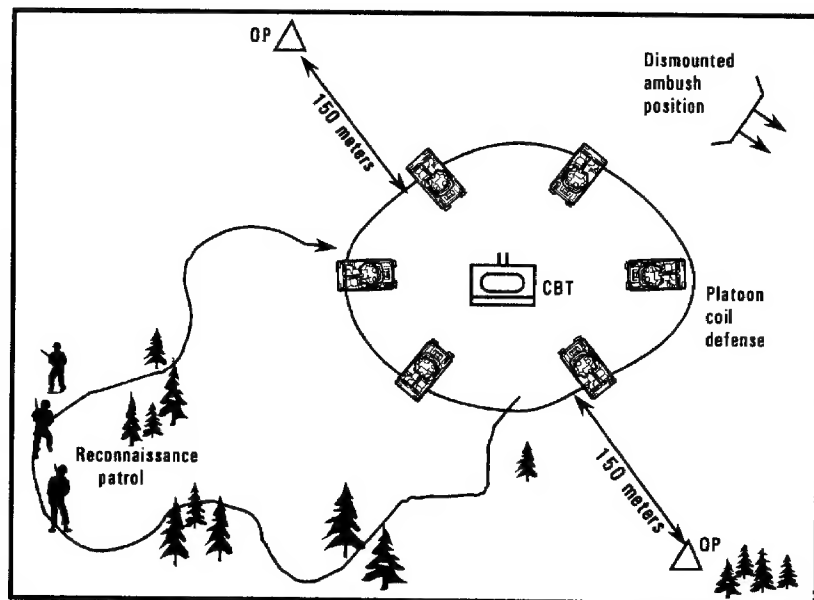


Figure 5-43. Platoon area security dispositions.